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A Dictionary of Modern Fuseki

The Korean Style

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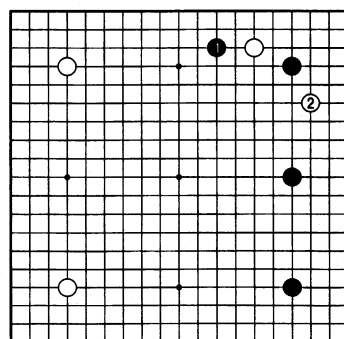
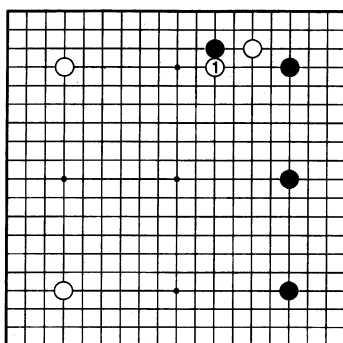
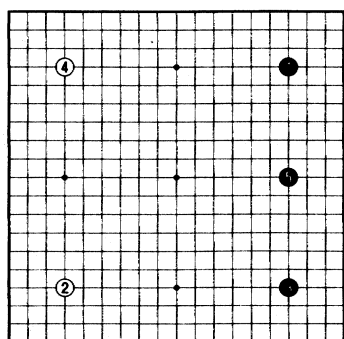
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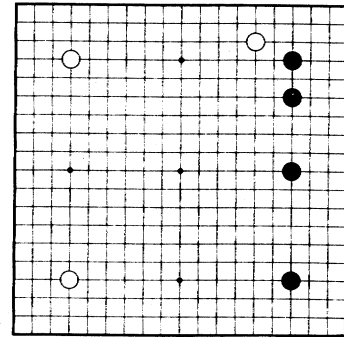
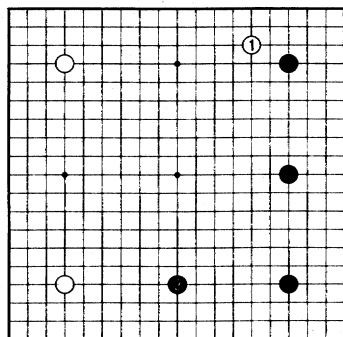
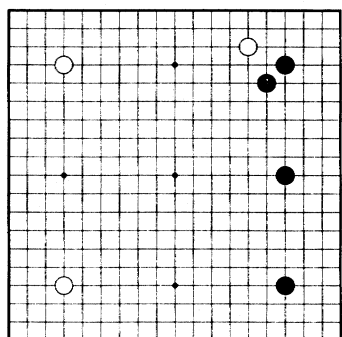
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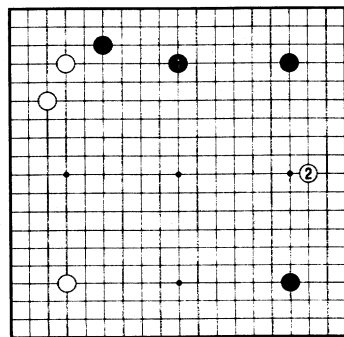
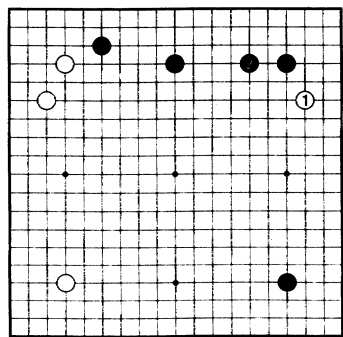
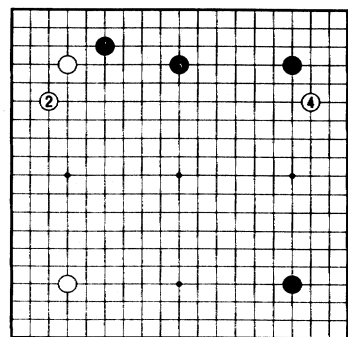
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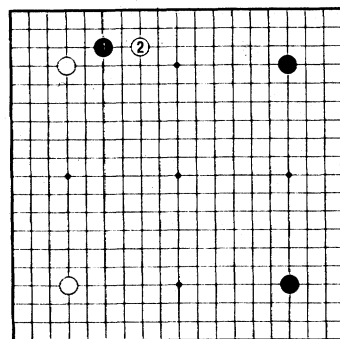
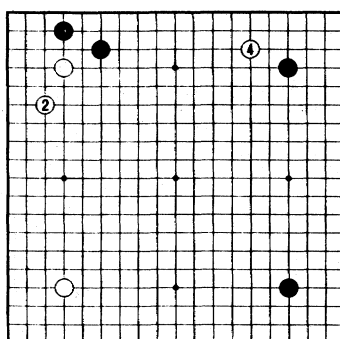
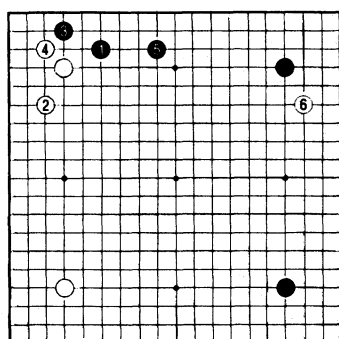
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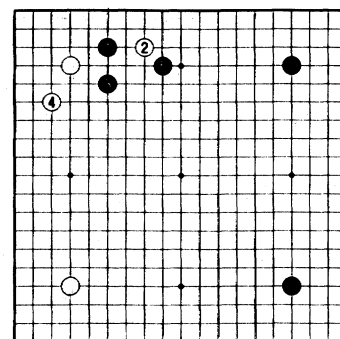
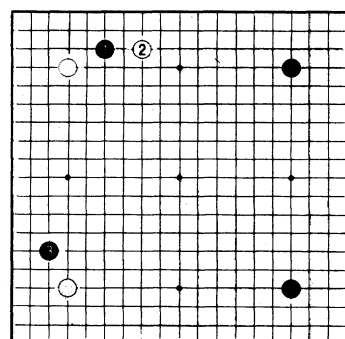
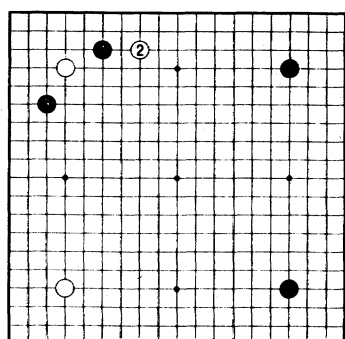
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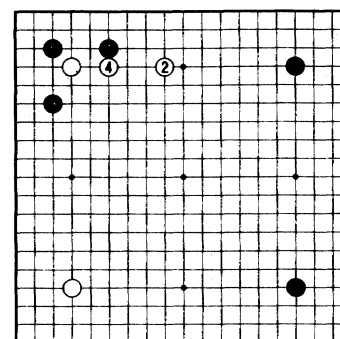
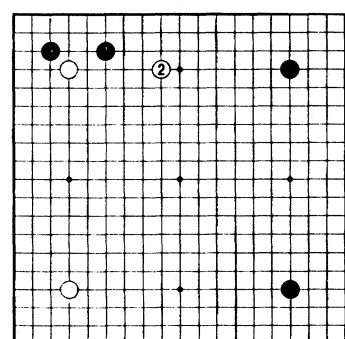
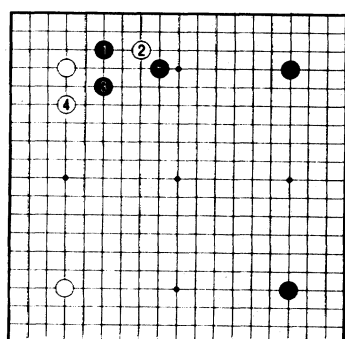
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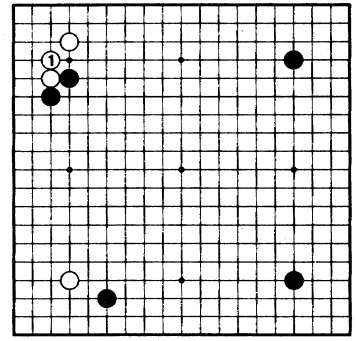
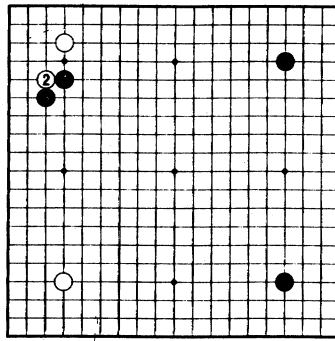
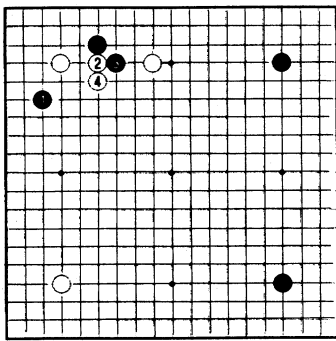
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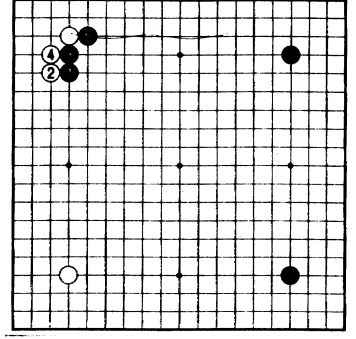
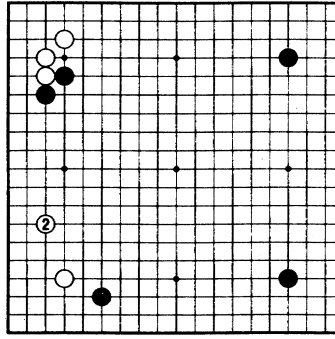
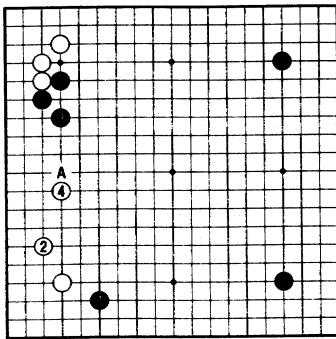
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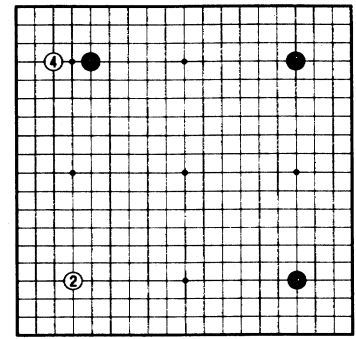
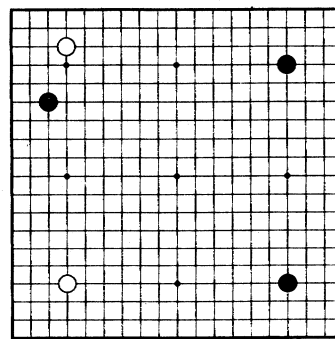
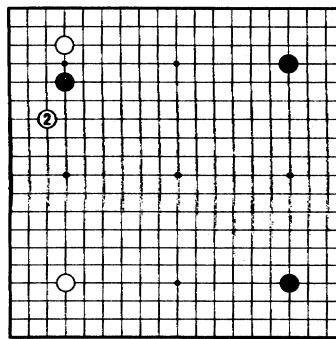
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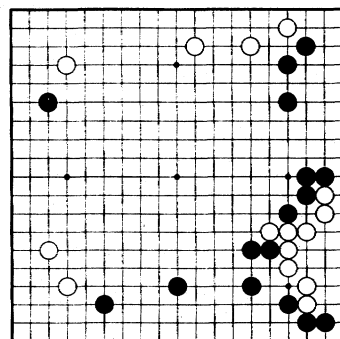
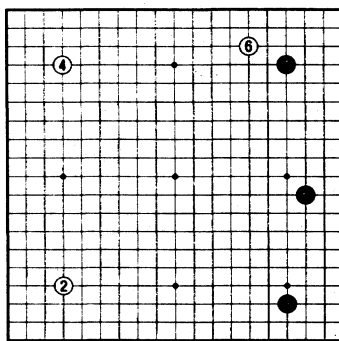
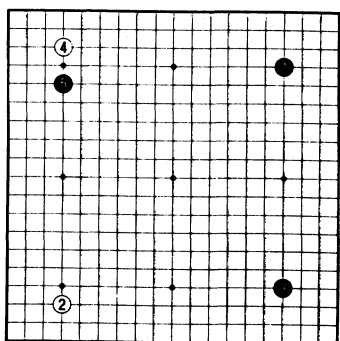
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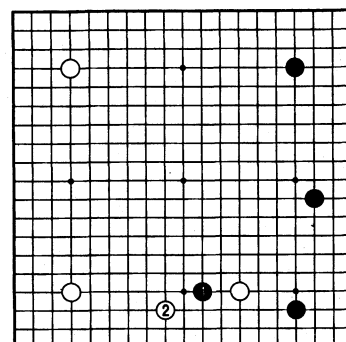
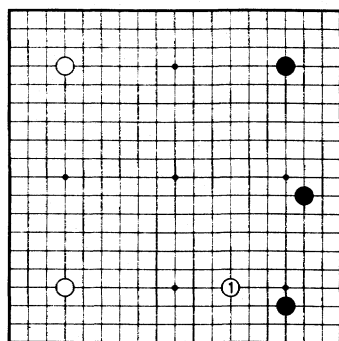
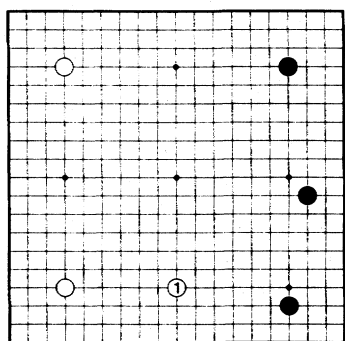
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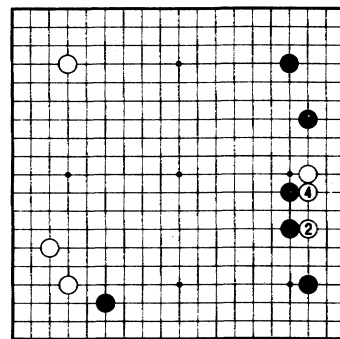
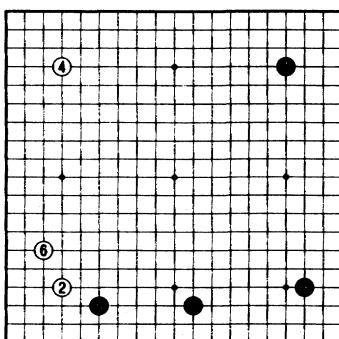
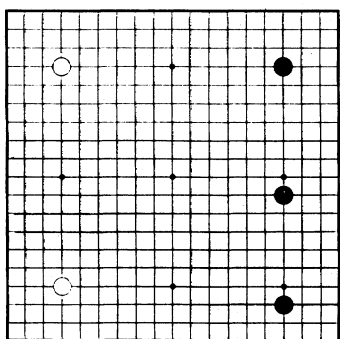
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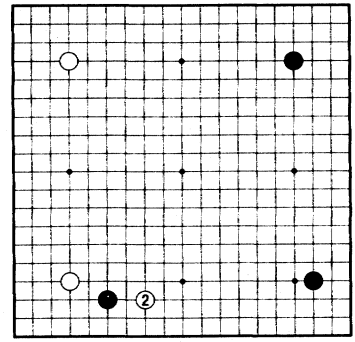
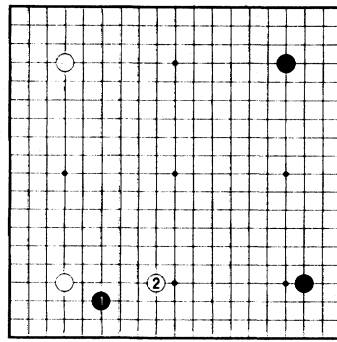
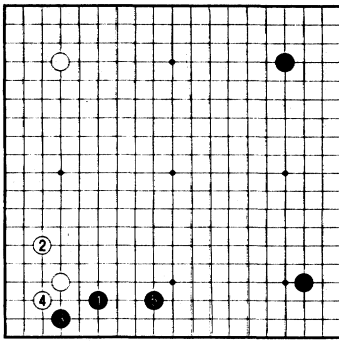
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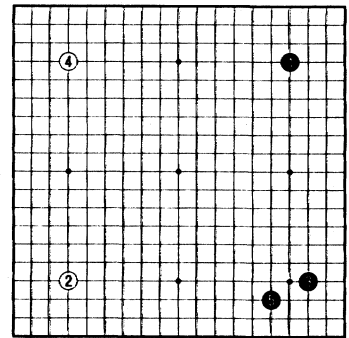
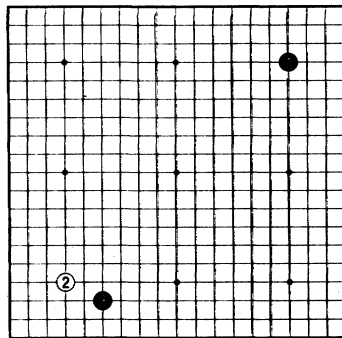
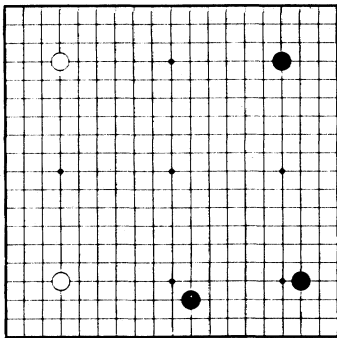
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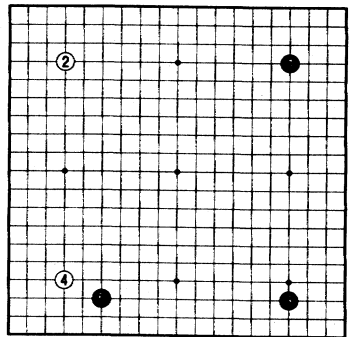
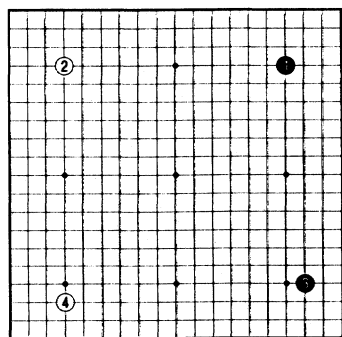
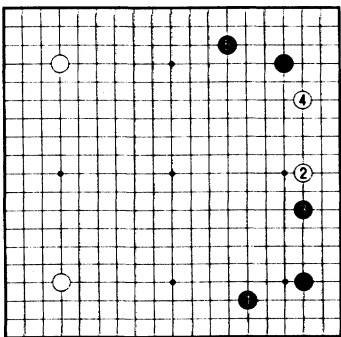
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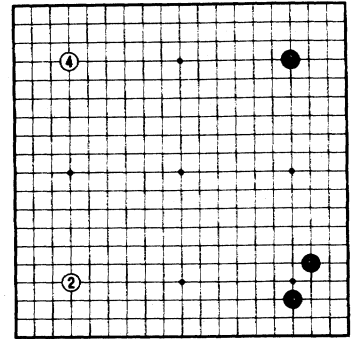
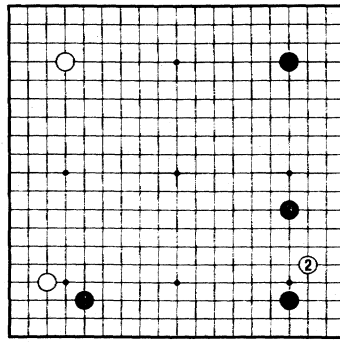
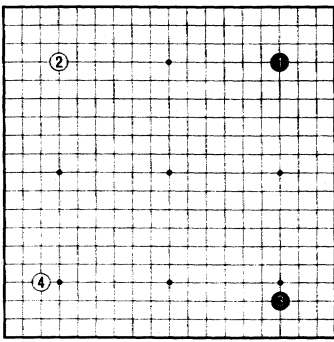
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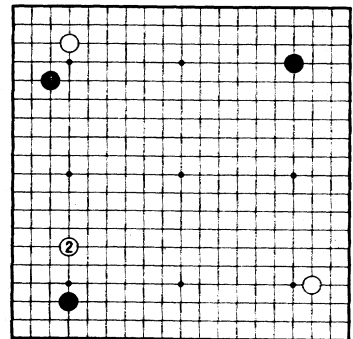
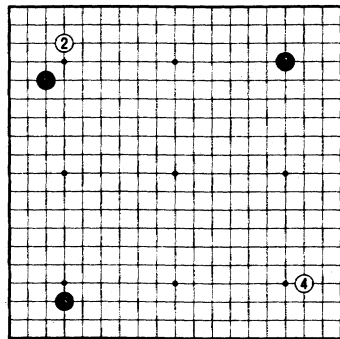
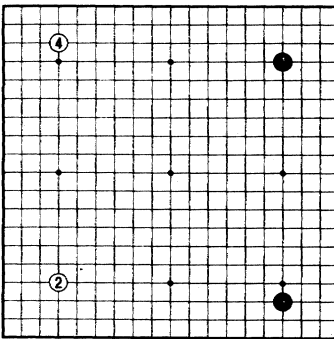
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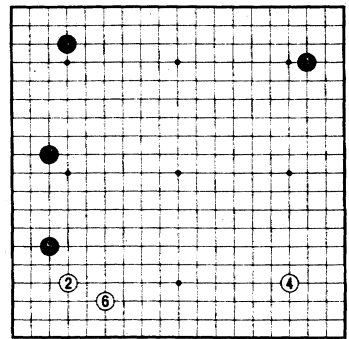
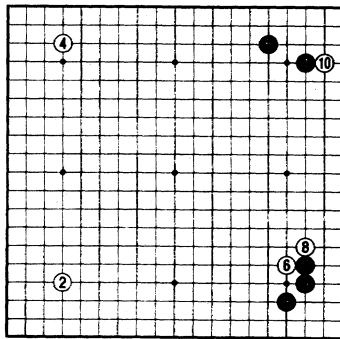
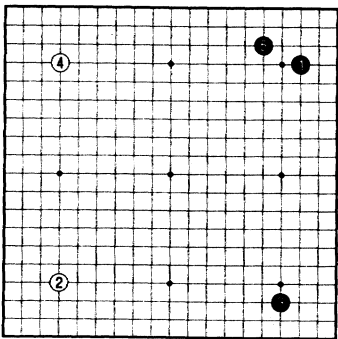
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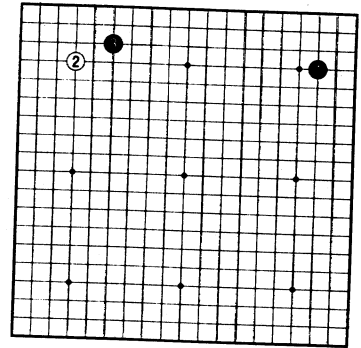
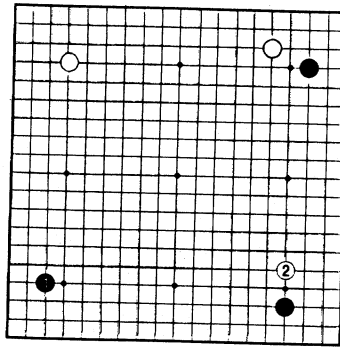
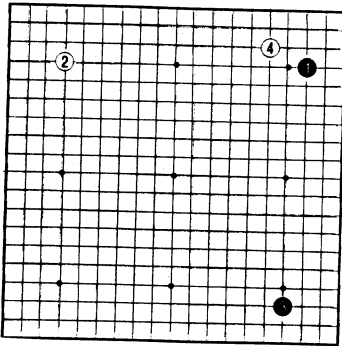
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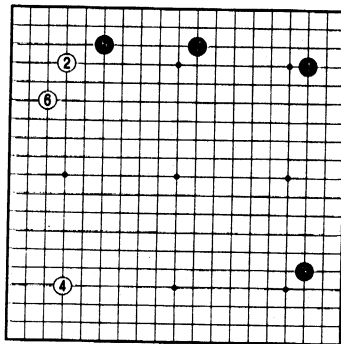
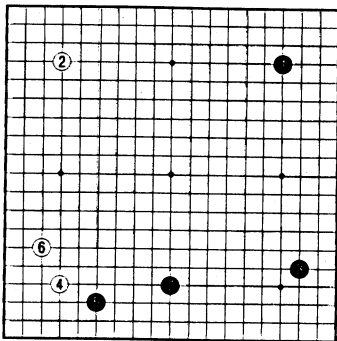
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Preface

Of the three main stages in a game of go, there is no doubt that the middle game is the most exciting. This is where most of the action of a game occurs: stones are attacked and defended or captured; potential territories are invaded or erased; nerve-wracking ko fights and kill-or-be-killed capturing races that can decide the outcome of the game take place.

In some ways, however, the endgame is even more full of tension, as the final shape of the game becomes more and more tangible and the outcome of the game looms near.

In contrast, there is a tendency among amateur players to downplay the opening stage, to view it just as a necessary preliminary before they can get to grips with the opponent. However, professionals regard it as the most important stage of the game. This is where the foundation is laid for the fighting that will take place in the middle game. The wisdom of your opening strategy will determine whether you start the middle game with an advantage over the opponent or whether you have an inferior position that places you at a disadvantage. Many players are happy to rely on their fighting strength to make up for a bad start, but if your opponent is an equally strong fighter, it may be the relative skill at the opening that will be decisive.

This book is unique in the English go literature. It analyses contemporary opening strategy in depth, focusing on the new patterns recently developed by the Korean players who dominate the international go scene. Typically, it analyses the first 30 moves or so of the most important patterns; it is the first book that makes it possible for amateurs to play a professional-level opening.

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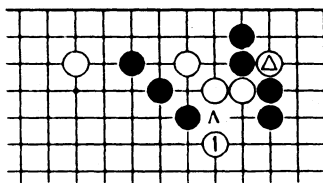
Some Important Terms and Concepts

Here we introduce some go terms used in this book. For a comprehensive glossary of Japanese and English go terms, refer to *The Go Player's Almanac 2001* from page 331 to 374.

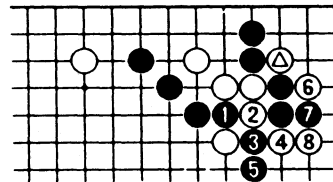
aji

Aji refers to latent possibilities that exist in a position. Although these possibilities may never be realized, their existence influences the course of the game and enables certain moves to be made.

In *Dia. 1a* the marked white stone in the corner is dead, but it still has *aji*. Because of its *aji*, White need not fear Black's pushing through at A, so he can jump to 1, rescuing his three stones at the top.



Dia. 1a

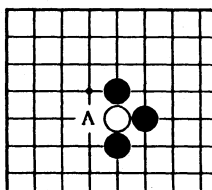


Dia. 1b

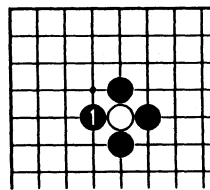
If Black does push through and tries to confine White to the top with 1 and 3 in *Dia. 1b*, White ataries with 4. After Black defends with 5, the *aji* of the marked stone comes to life and White captures the black stones on the right with 6 and 8.

atari

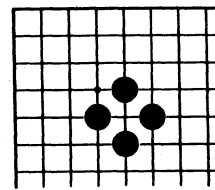
Atari is a threat to capture a stone or a group of stones on the next move. The white stone in *Dia. 2a* is in atari. If White doesn't defend by extending to A, Black may capture it with 1 in *Dia. 2b*. The result is shown in *Dia. 2c*.



Dia. 2a



Dia. 2b



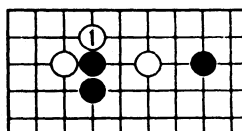
Dia. 2c

gote

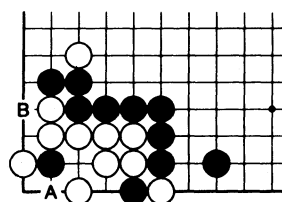
Gote is a move which does not require an answer; a defensive move. Compare *sente*.

hane

Hane is a diagonal move played from a friendly stone in contact with an enemy stone. White 1 in *Dia. 3* is an example of a *hane*.



Dia. 3



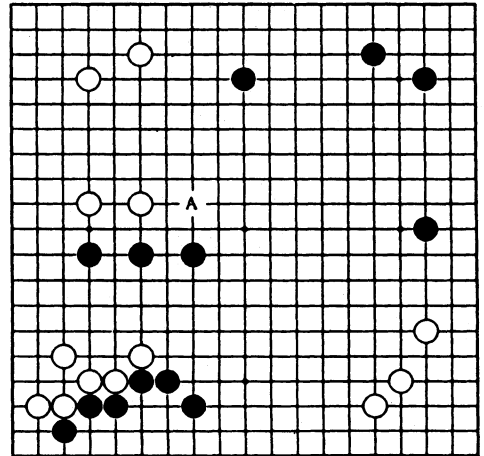
Dia. 4

miai

Miai refers to two points of approximately equal value. If your opponent takes one of them, you can (and usually must) take the other. The points A and B in *Dia. 4* are miai, so White is alive. If Black plays A, White makes two eyes by playing at B. Conversely, if Black B, White makes his second eye at A.

moyo

Moyo is a framework which maps out a large area of potential territory. Some moyos are huge, while others are modest in size. In *Dia. 5*, the four white stones in the upper left map out a moyo. The four black stones in the upper right map out an even larger moyo from his corner enclosure along the upper right side and the top right. If Black were to play at A with his next move, he would have mapped out a huge moyo in the upper right quadrant of the board.



Dia. 5

sabaki

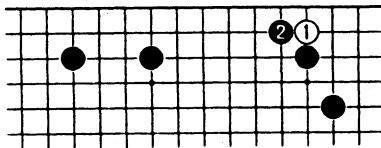
When your stones are outnumbered in one part of the board, your aim will not be to make territory; rather, you will want to make good shape, rich in eye potential, so that your stones, if attacked, can easily make eyes in the area where they are attacked or can easily escape into the center. This is called *sabaki*. When making *sabaki*, it is not unusual to sacrifice some of the stones which are under attack. Here are two related concepts.

light

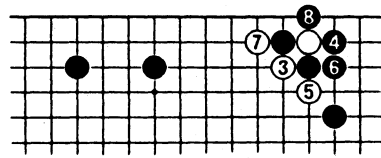
Stones are referred to as 'light' if they can be sacrificed to help other stones make good shape. A move played in the vicinity of stones that are to be sacrificed is called a 'light move'. Moves that make *sabaki* are called 'light'.

heavy

Stones which are heavy can't easily make eye shape and are vulnerable. If a group ends up as heavy, it has failed to make *sabaki*. Here are some diagrams which illustrate these concepts.

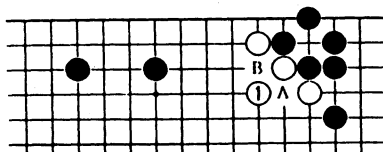


Dia. 6

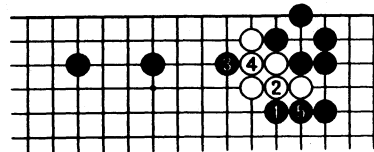


Dia. 7

In *Dia. 6*, Black has mapped out a moyo at the top. If White wants to reduce this moyo, he can begin with a probe at 1. If Black blocks at 2, White will cut with 3 in *Dia. 7* and play the forcing moves of 5 and 7. Next —

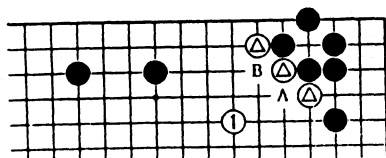


Dia. 8

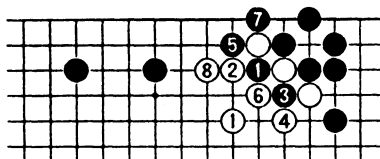


Dia. 9

White 1 in *Dia. 8* looks like an efficient move because it defends the two cutting points at A and B. In spite of this, it is bad. Black will peep with 1 and 3 in *Dia. 9*, and White is left with a clump of stones lacking eye-making potential after Black 5. These stones have now become 'heavy'.



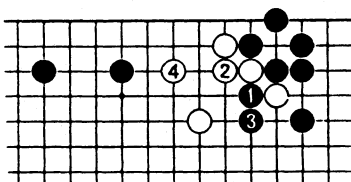
Dia. 10



Dia. 11

Since White 1 in *Dia. 8* results in a heavy shape, it has failed to make sabaki. The correct way for White to play after Black 6 in *Dia. 7* is with 1 in *Dia. 10*. White 1 is 'light' because it doesn't defend the cutting points at A and B and treats the marked stones lightly — that is, White is willing to sacrifice them for the greater good.

For example, if Black does cut with 1 in *Dia. 11*, White can make a shape with eye-making potential with the sequence to 8. White has made sabaki.



Dia. 12

Black could also cut at 1 in *Dia. 12*. White would then defend at 2. Black must extend to 3 and White jumps to 4 — a wedge has been driven between the two black positions at the top. He also has at least one eye at the top and is out into the center. White has succeeded in making sabaki.

sente

A move that must be answered; an offensive move. Compare *gote*.

tesuji

A skillful move which accomplishes some clear tactical objective, such as capturing a group, rescuing one of your own groups, linking up your stones, separating your opponent's stones, or making good shape.

thick

A thick position has few or no defects, i.e., cutting points. Thick positions are useful in that they can be used for attacking. Conversely, thick positions are hard to attack and it should be impossible for the opposing side to make sabaki against it.

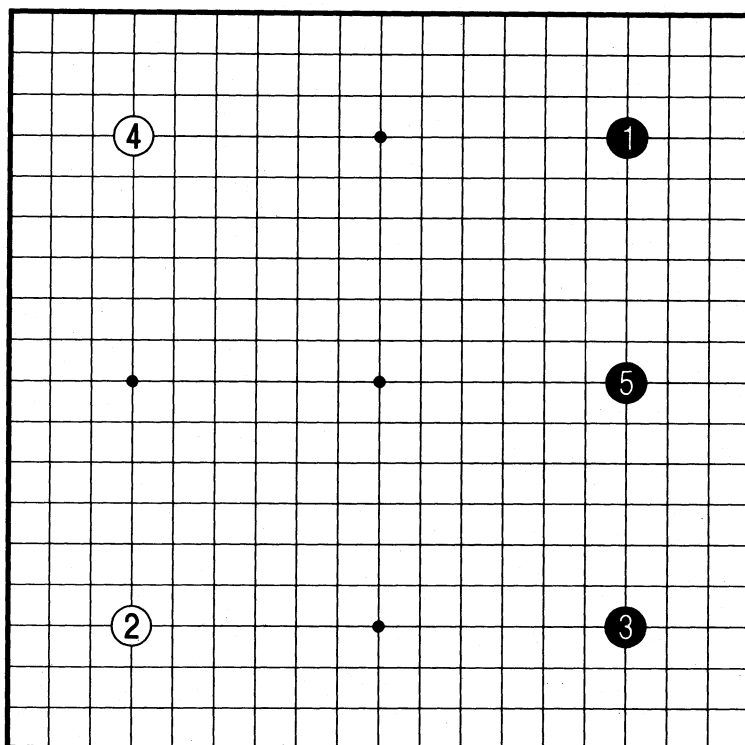
thin

Stones which are weak or widely separated are called thin. Unlike thick groups, stones which are thin are easily attacked.

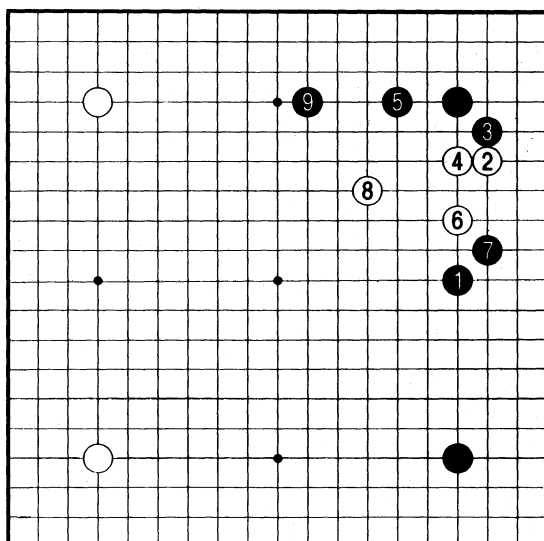
Part 1

59 Patterns

Pattern 1. The Three-Star Opening

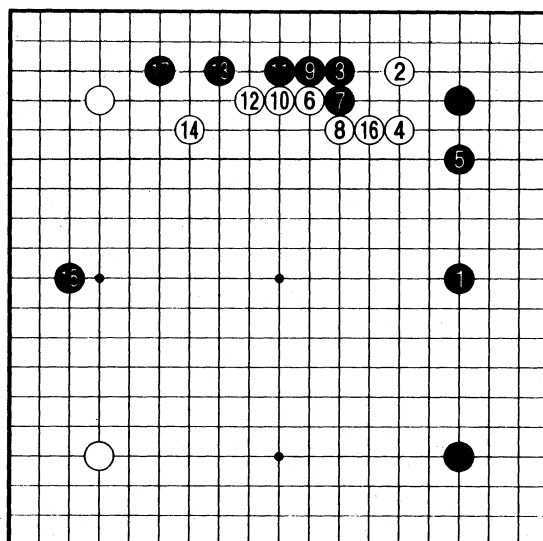


Modern opening style emphasizes speed and influence. The three-star formation is very suitable for this purpose and it is now a very popular pattern. Up to 5, Black has set up this formation on the right. Let's study this opening in more detail.



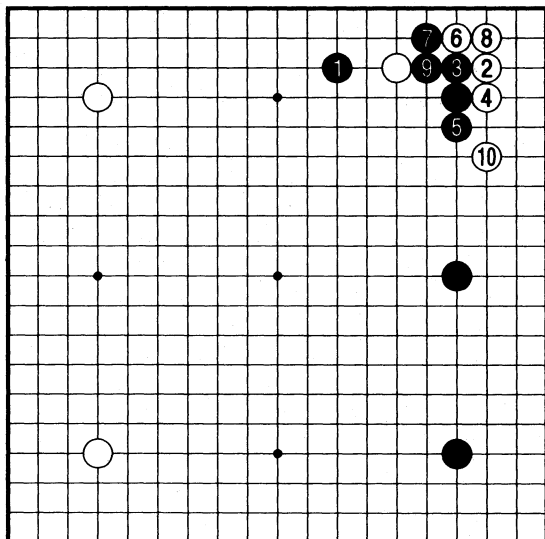
Dia 1. Good for Black

After Black sets up the three-star formation with 1, approaching inside this formation with White 2 is wrong. After the exchange of Black 3 for White 4, Black 5 and 7 are a good way to attack. After the sequence to 9, Black is clearly ahead. White's play has been too negative.



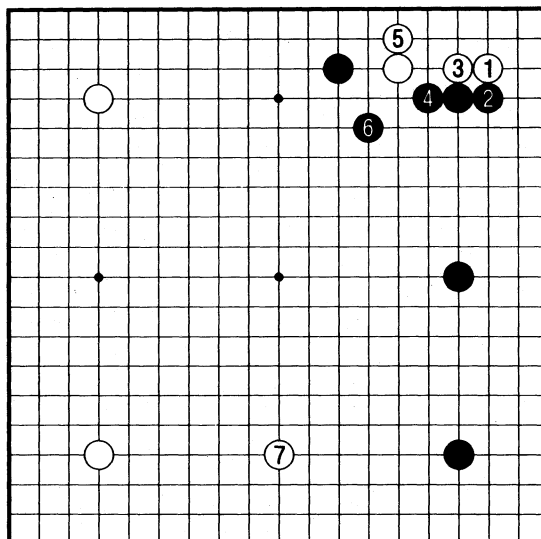
Dia 2. Favorable for Black

Approaching with White 2 is the correct direction. However, after the pincer of Black 3, White's jump to 4 is questionable. Up to 14, White can build up influence at the top, but Black 15 splits the left side, making White's influence almost useless. This result favors Black.



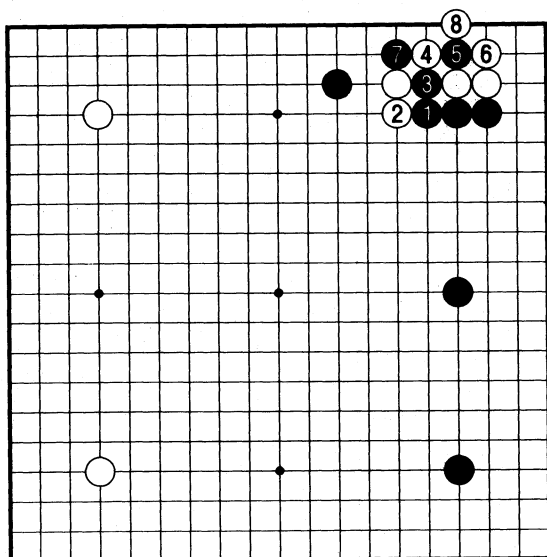
Dia 3. Good for White

White's 3-3 point invasion at 2 is a good response to Black's pincer at 1. However, blocking with Black 3 is in the wrong direction. After the sequence to White 10, Black's three-star formation is rendered useless.



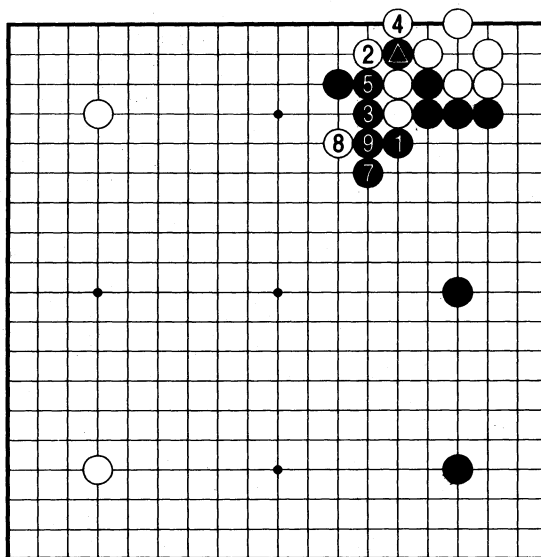
Dia 4. A basic joseki

Black 2 is the correct direction to block. The sequence to Black 6 is a basic joseki. This shape is often seen in professional games. The result to White 7 is even.



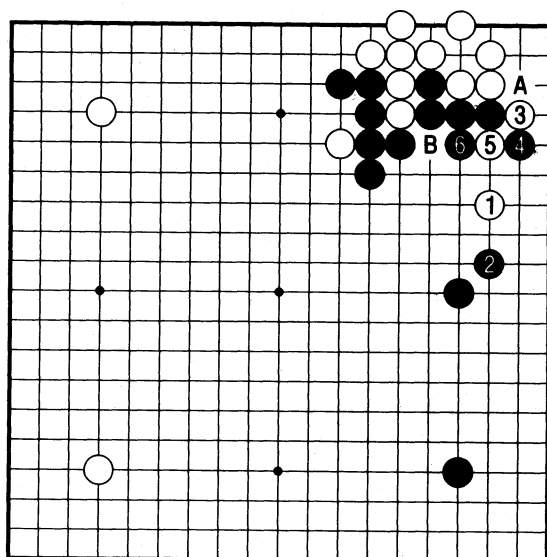
Dia 5. A variation for White

Against Black 1, White 2 is also possible. After cutting through with 3 and 5, the sequence to White 8 is the correct order of moves. Next —



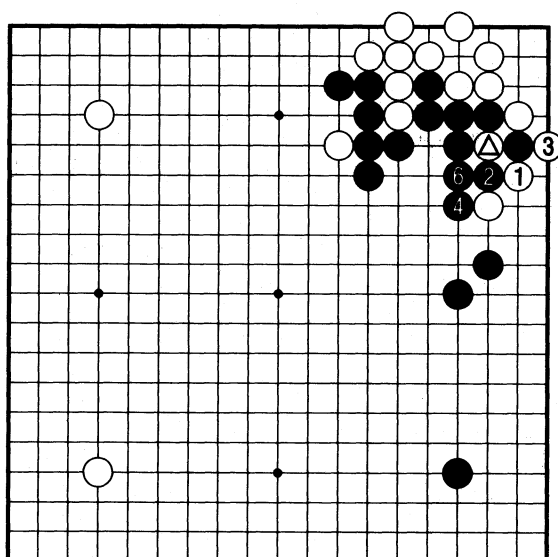
Dia 6. Continuation

The hane of Black 1 is the correct move to retain the influence of the three-star pattern. The sequence to Black 9 is a basic joseki. However, Black's thickness and influence are a bit better than White's profit. (White 6 is played at the marked black stone.)



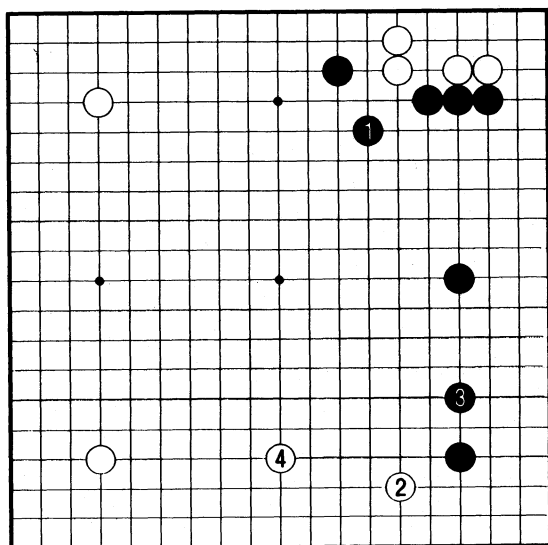
Dia 7. A follow-up for White

After *Dia. 6*, White can later aim at the invasion of 1. If Black defends the bottom right with 2, White 3 and 5 are a good tesuji combination. Black 6 is forced because, if Black plays at A instead, White will cut at B, then squeeze and kill the black's stones.



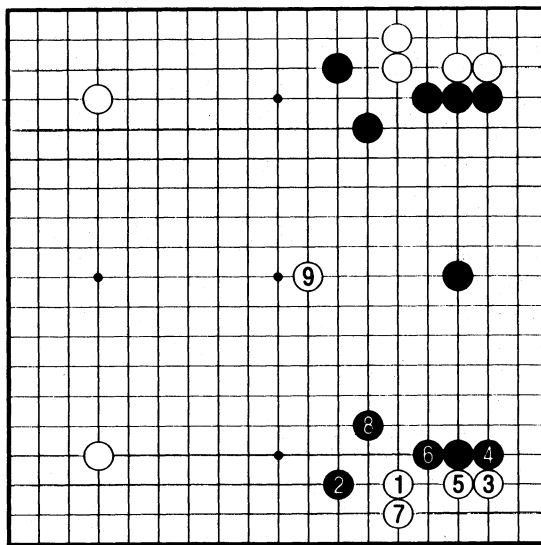
Dia 8. Continuation

In answer to Black 6 in *Dia. 7*, the atari of White 1 is the normal endgame move. White gains some points in sente but, since Black's stones are significantly strengthened, the timing of these moves is important. (White 5 is played at the marked white stone.)



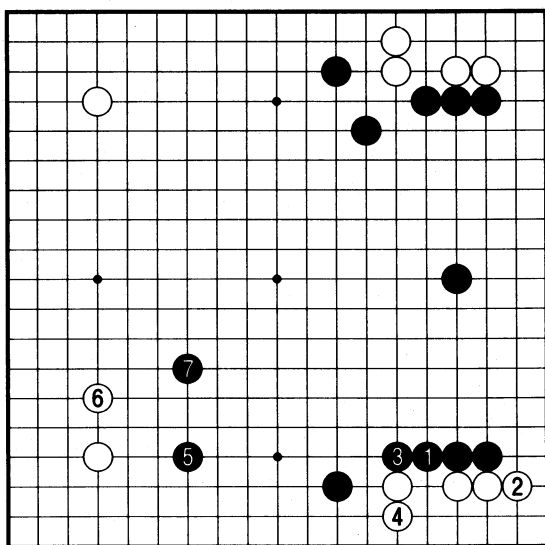
Dia 9. Black has a dynamic position

After Black has set up his moyo with Black 1, White can also approach with 2. After White 4, Black's position is a bit more dynamic than White's.



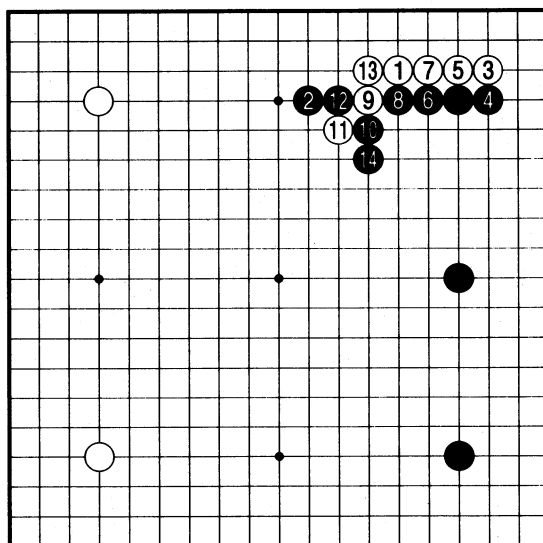
Dia 10. An aggressive pincer

Against the approach of White 1, Black's pincer at 2 is an aggressive move. Invading the corner with White 3 is the normal response. Up to 8, Black's influence and White's territory are well balanced. White 9 is now an urgent and proper move to restrict Black's influence.



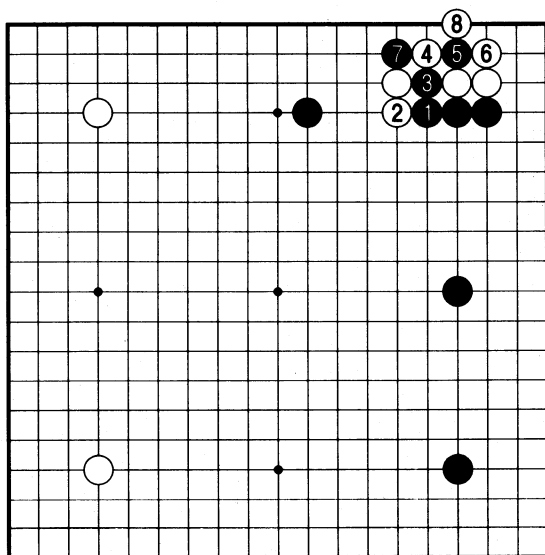
Dia 11. A variation for White (1)

In response to Black 1, descending to White 2 is also possible. After the exchange of 3 for White 4, Black builds a moyo in the center with 5 and 7. This is a typical opening, well balanced between influence and territory.



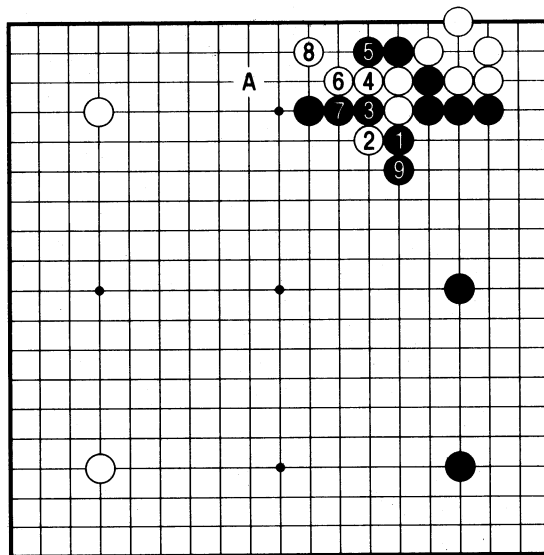
Dia 12. Two-space high pincer

Against White 1, the two-space pincer of Black 2 is also a popular move. The sequence up to Black 14 is a basic joseki. It is seen quite often in professional games.



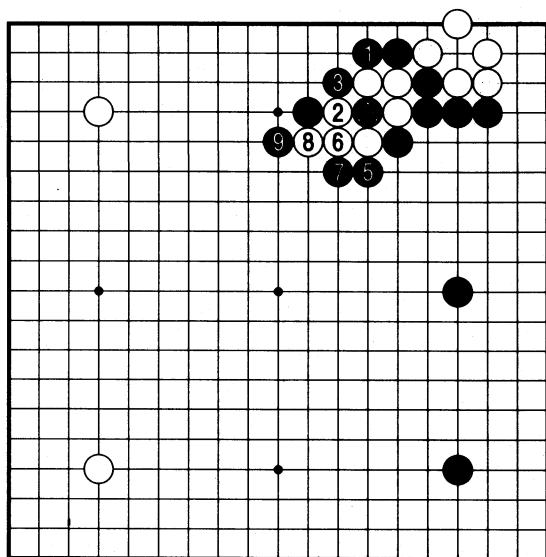
Dia 13. A variation for White (2)

Answering Black 1 by pushing up with White 2 is also possible. Cutting through with Black 3 and 5 is a typical sacrifice tesuji. After the exchange of Black 7 for White 8 —



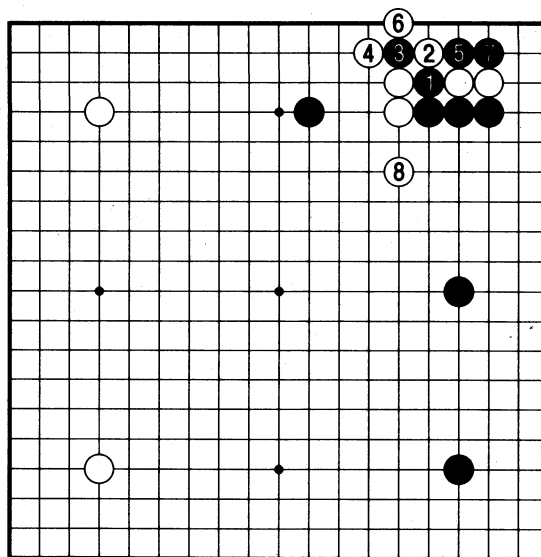
Dia 14. A basic joseki

Black 1 and 3 are a consistent way of making influence. Black 5, in response to White 4, is an important move. The sequence to Black 9 is a basic joseki. Later, Black will aim at a forcing move around A.



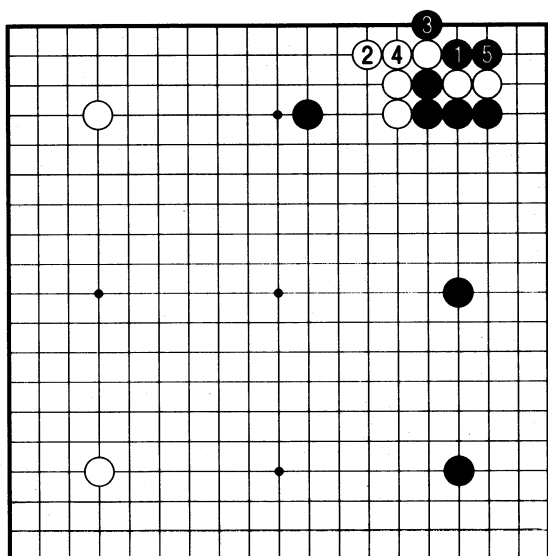
Dia 15. Disastrous for White

After Black 1 (5 in *Dia. 14*), if White captures a stone with 2 instead of extending to 3, Black will atari with 3 and white stones will be captured in the ladder starting with Black 5. This is a disaster for White. (White 4 is played at the marked stone.)



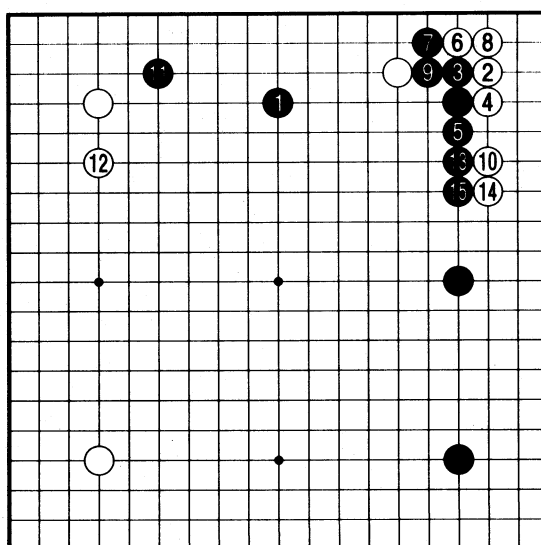
Dia 16. Satisfactory for White

After the exchange of 1 for White 2, Black's cut at 3 is on the wrong side. After capturing a stone in sente with 6, White jumps to 8 and Black's moyo has almost disappeared. This result is clearly bad for Black.



Dia 17. Bad for White

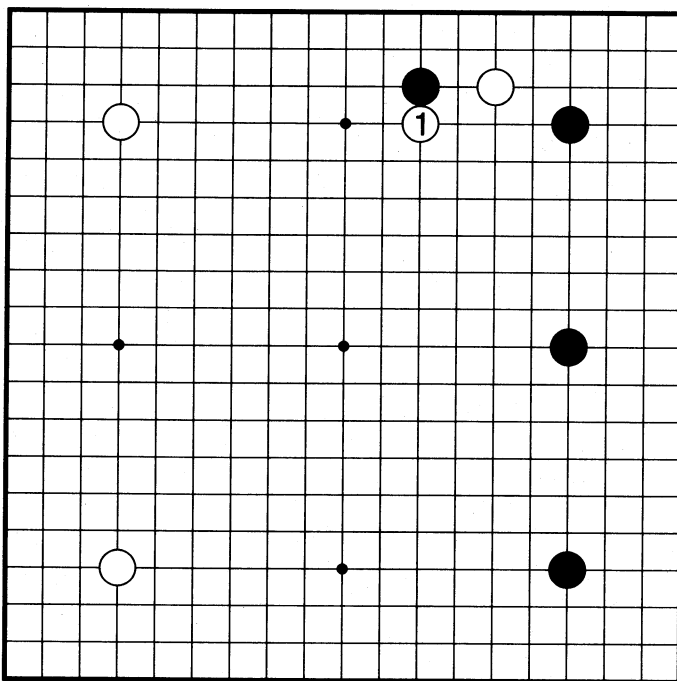
When Black cuts with 1, White's diagonal connection at 2 is not good. After the atari and connection of Black 3 and White 4, White's group is a bit heavy and needs another move to stabilize it.



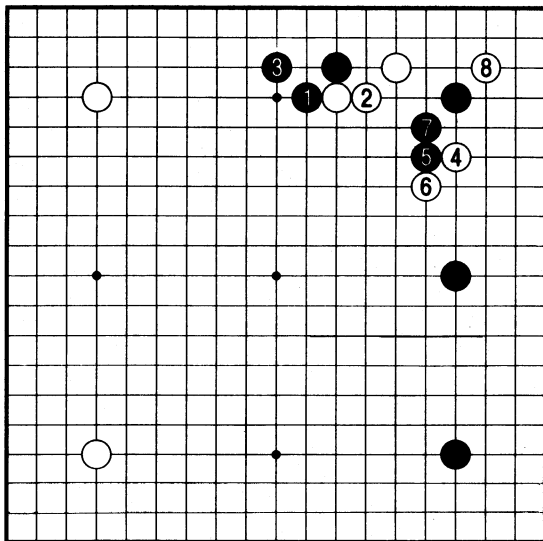
Dia 18. A possible strategy

An even wider pincer at Black 1 is also possible. Invading at the 3-3 point with White 2 is natural. The sequence to Black 15 is one variation. The result is even because Black's influence is quite good, but White's territory is not small.

Pattern 2. Restricting Black's Influence

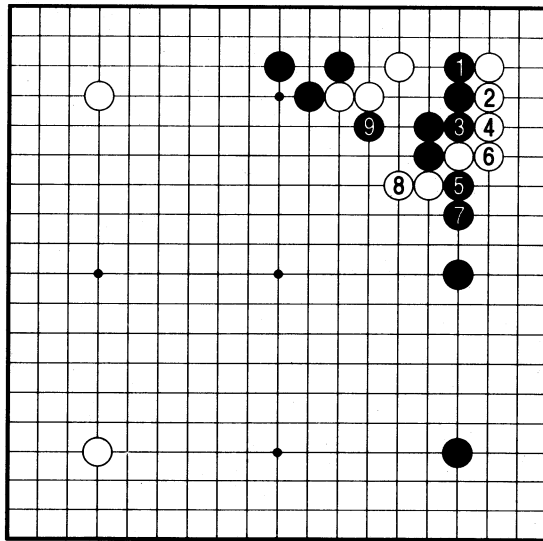


If White enters the corner after Black's pincer, Black will end up with influence. White's attachment against the pincer stone with 1 aims at restricting this influence. Let's study the variations after White 1.



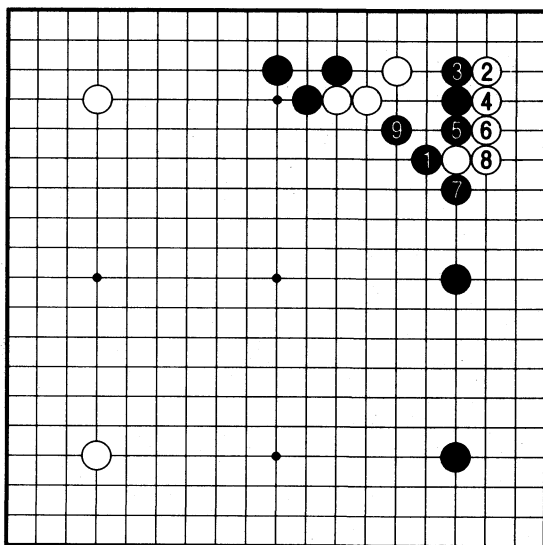
Dia 1. An old-fashioned move

The hane of Black 1 is the only answer against White's attachment. However, White 2 is an old-fashioned move. The sequence to White's invasion at 8 is natural. Next —



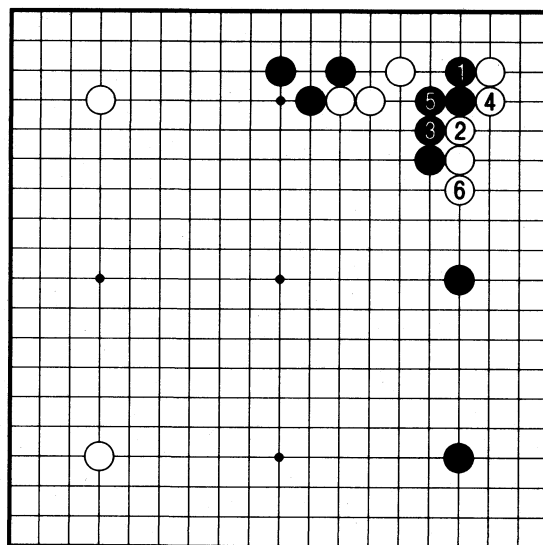
Dia 2. Good for Black

Black 1 is the correct move. After the exchange of 3 for White 4, Black 5 and 7 are very strong moves. After Black 9, the fighting that will follow should favor Black.



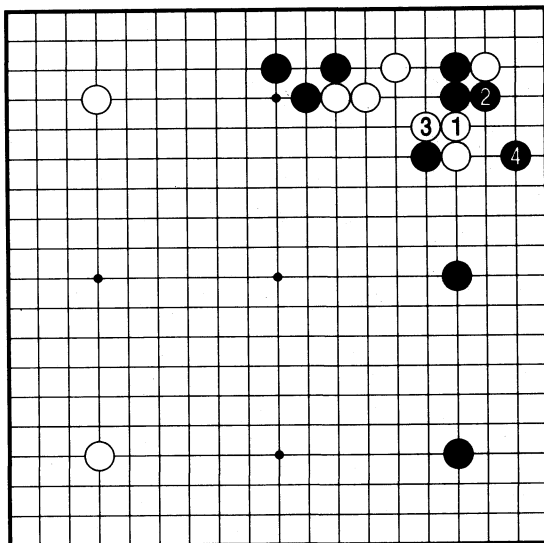
Dia 3. A safe way for White

White's 3-3 point invasion with 2 is the safest way to deal with Black 1. The sequence to Black 9 can be expected. This result is slightly favorable for Black.



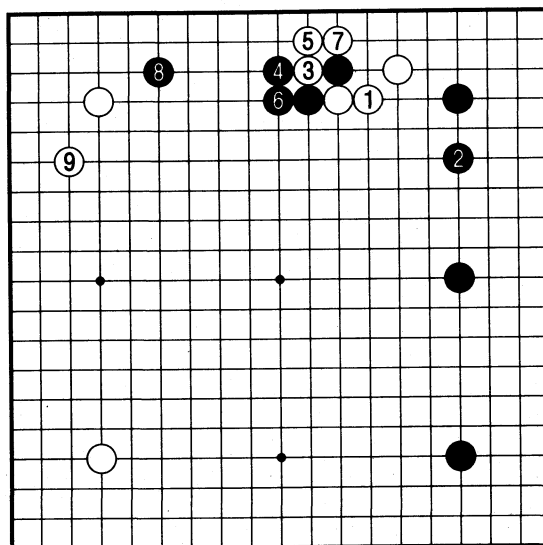
Dia 4. White's trick move

Butting against the black stones with White 2 is a trick move. If Black blocks with 3, Black falls into White's trap. The result to White 6 is slightly better for White.



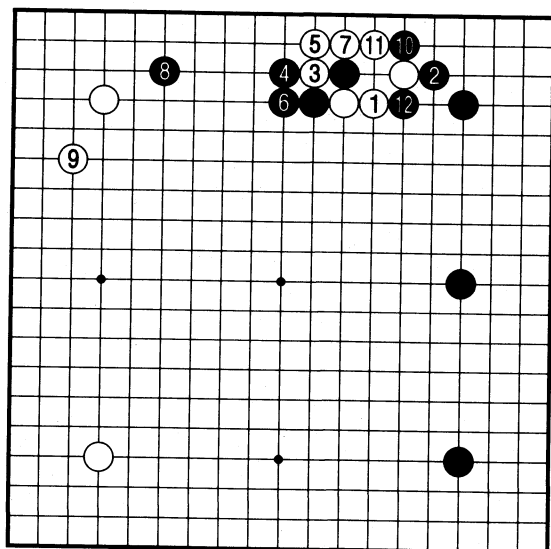
Dia 5. The correct response

Black 2 is the correct response to White 1. After the exchange of White 3 for 4, Black can still aim at attacking the whole white group. This result is satisfactory for Black.



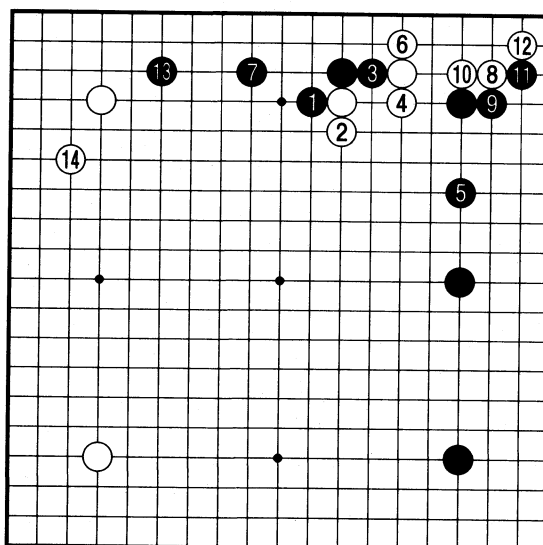
Dia 6. A little loose for Black

Answering White 1 by jumping to Black 2 is a bit loose. After the cut of 3, White settles his stones with 5 and 7. This result is not at all bad for White.



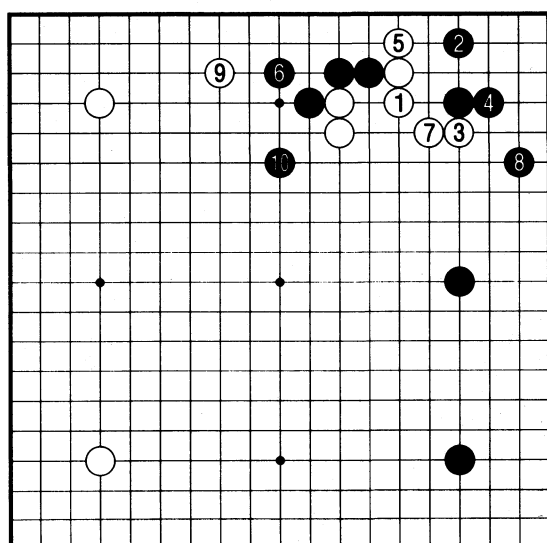
Dia 7. Black's correct response

Answering White 1 with the diagonal attachment of Black 2 is quite powerful. Next, White's cut at 3 is natural. The sequence to Black 12 is a basic joseki. However, Black is slightly better because the white group is not yet settled.



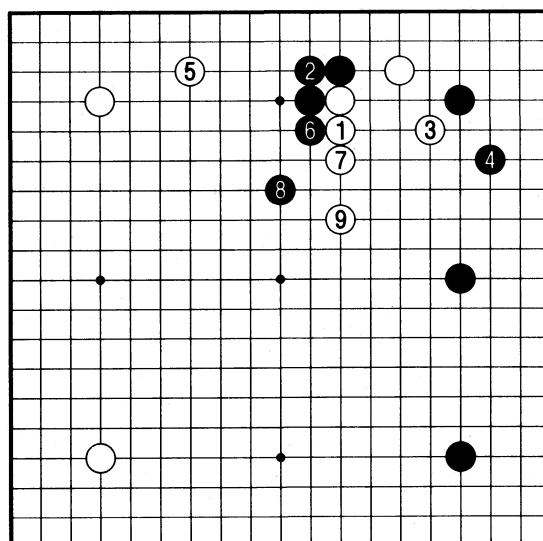
Dia 8. The normal response

Against the hane of Black 1, White 2 is the normal response. The sequence to Black 14 is a basic joseki. This is an even result.



Dia 9. An aggressive move

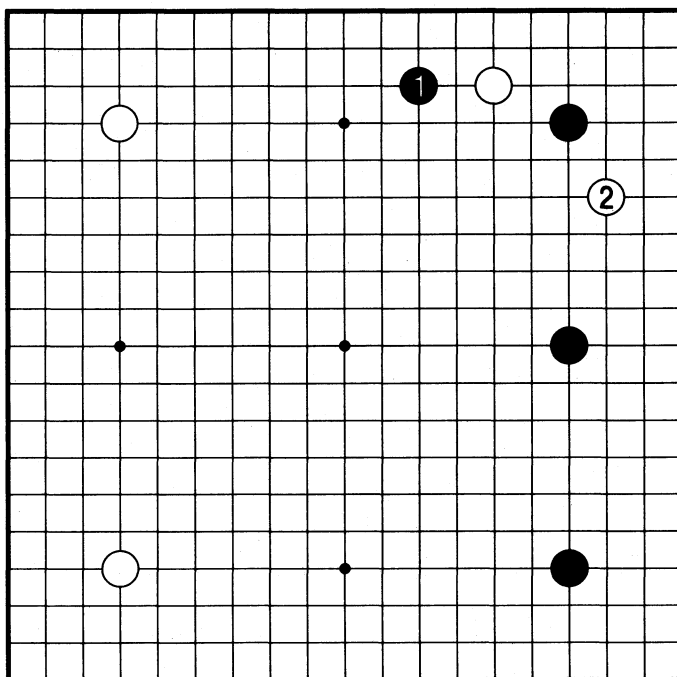
Against White 1, Black's one-space jump to 2 is a very strong and aggressive move. The sequence to Black 10 is common sense. A difficult middle-game fight will now begin.



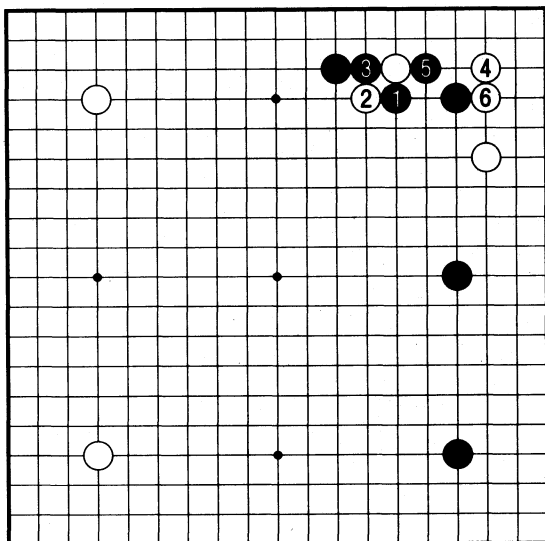
Dia 10. An alternative

After White 1, Black's connection at 2 is also possible. This is also an aggressive way of playing. The sequence to White 9 is one possible variation, but a complicated middle-game fight cannot be avoided.

Pattern 3. White's Double Approach

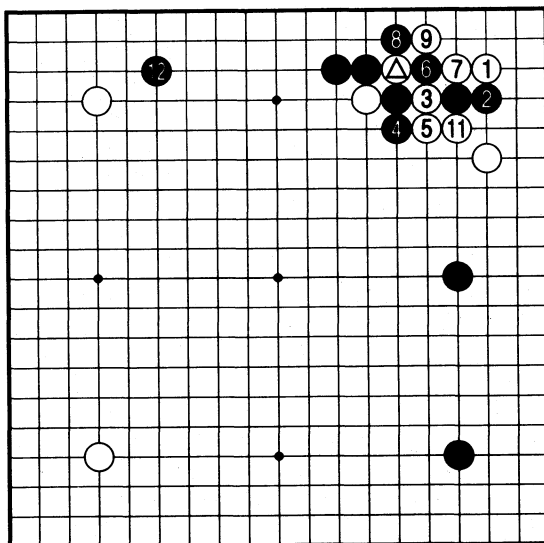


Against Black's pincer at 1, it is possible for White to make a second approach at 2. This move aims at preventing Black from building a moyo on the right side. Let's study the variations after White 2.



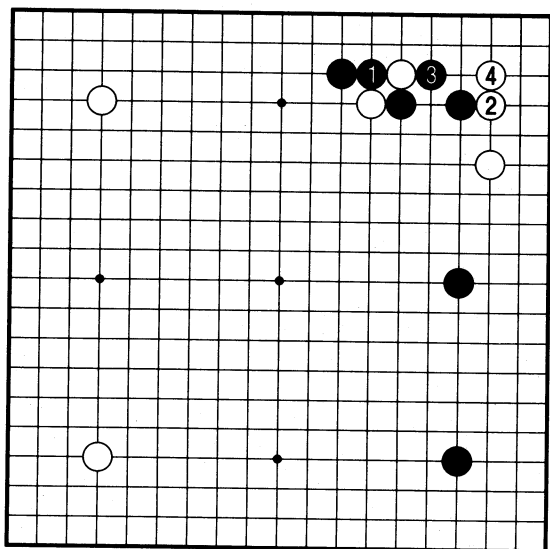
Dia 1. Good for White

Black's attachment at 1 is the only good move against White's double approach. White's hane at 2, followed by an invasion at 4, is the normal order of moves. However, Black's atari at 5 is a dull move. After White links up with 6, Black's influence has almost disappeared.



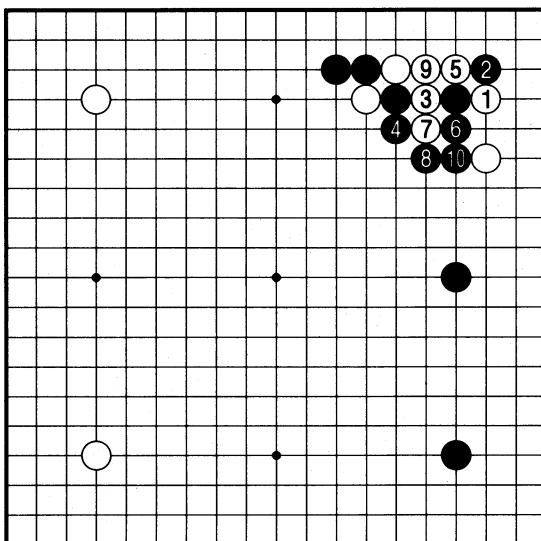
Dia 2. The correct move

Answering White's invasion at 1 by blocking with 2 is the correct move. Next, the moves up to 12 are inevitable. This is slightly better for Black because, even though he has failed to make a moyo on the left side, he has built up strong influence at the top. (Black 10 connects at the marked stone.)



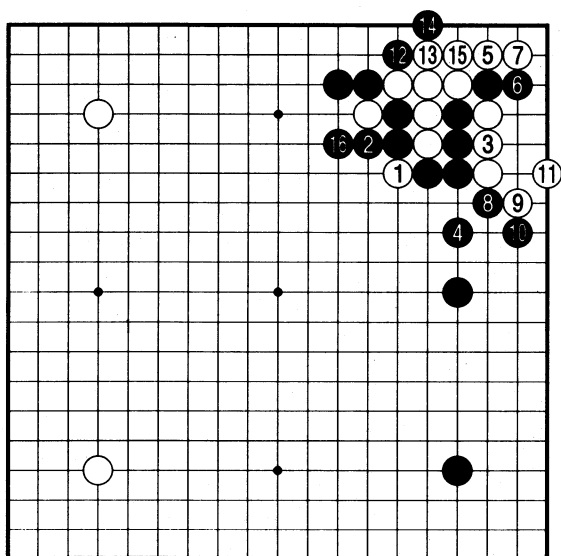
Dia 3. Variation for White

In answer to Black's cut at 1, the attachment of White 2 is a possible move. However, Black's atari at 3 is a weak reply. With 4, White has achieved his aim of restricting Black's influence on the left side.



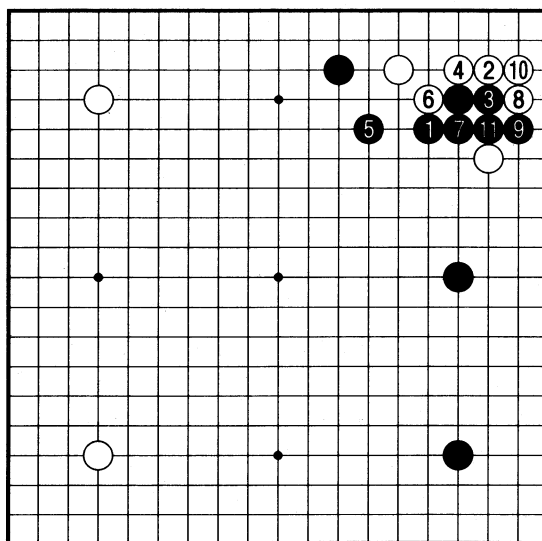
Dia 4. The correct reply for Black

Against White 1, Black's hane at 2 is a strong move. After White ataries with 3 and 5, the sequence to Black 10 is an inevitable continuation. Next —



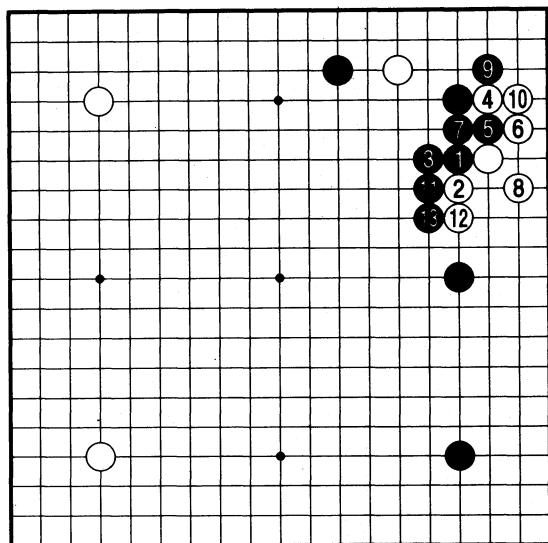
Dia 5. An even result

The atari of Black 1 and the connection of 3 are a good combination. The sequence to Black 16 is a natural continuation. This is an even result.



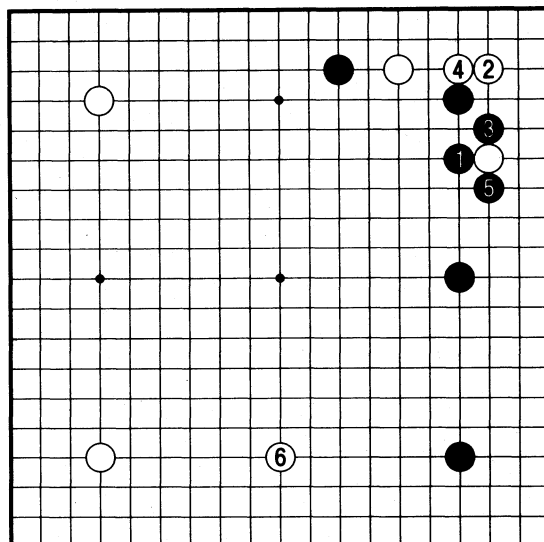
Dia 6. Building a moyo

Against White's double approach, Black's diagonal move of 1 is a possible tactic for building a moyo. White's invasion at 2 is forced and the moves to Black 11 can be expected. Locally, White's territory is not small.



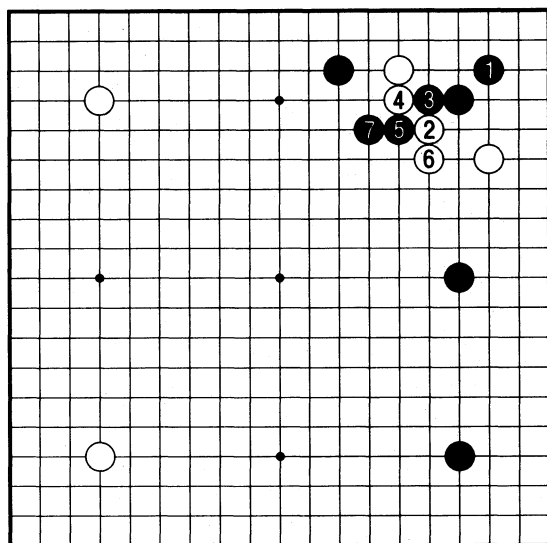
Dia 7. The wrong direction

Black's attachment at 1 is usually the wrong direction. White's hane at 2 is a commonsense response, but it is a bit dull. The result to 13 is playable for Black.



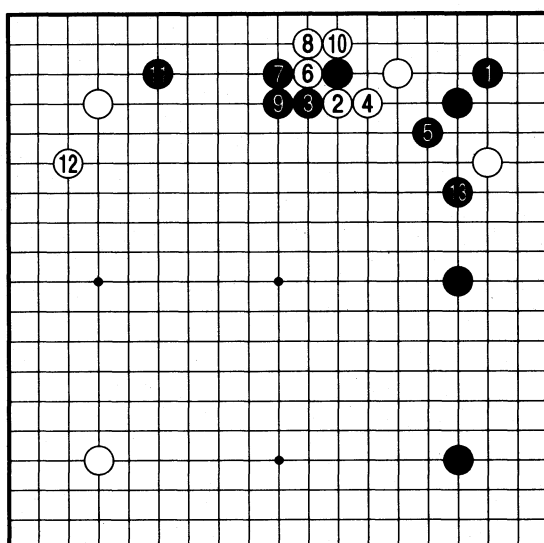
Dia 8. Good for White

Invading the corner with White 2 is the best way to punish Black for his mistake. Answering with Black 3 and 5 is necessary. Next, White takes a big point with 6. This result is good for White.



Dia 9. The strongest move

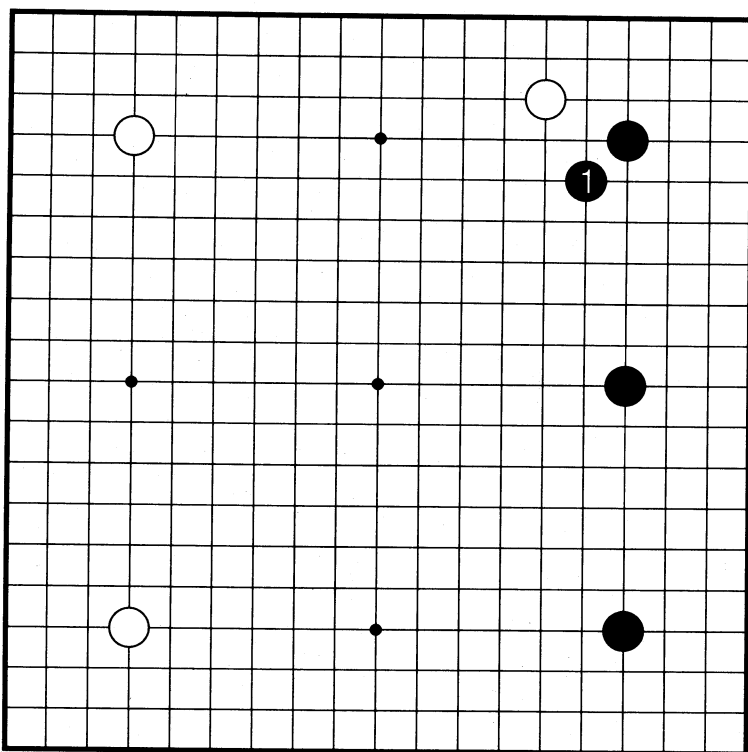
Black's diagonal move at 1 is the strongest response to White's double approach. It aims at a splitting attack after securing a base in the corner. If White answers with 2, the sequence to Black 7 is a natural way of playing. Black has the advantage in this fight.



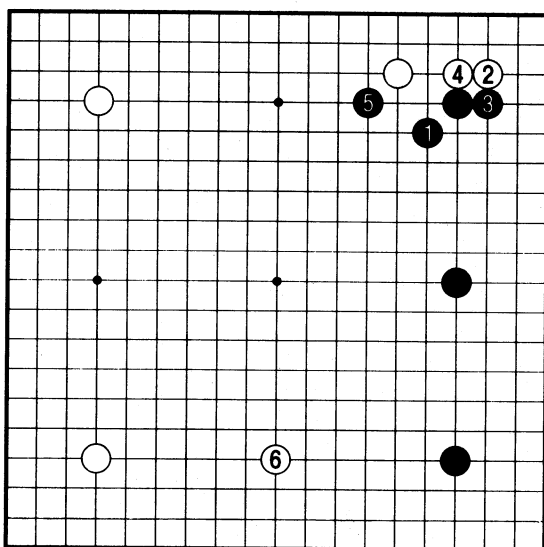
Dia 10. A variation for White

White's attachment at 2 tries to avoid the result in the previous diagram. After the exchange of 3 for White 4, Black's calm diagonal move at 5 is good. After the cut of White 6, the sequence to 13 can be expected. However, this result also favors Black. The conclusion is that White's double approach is not a successful strategy in this position.

Pattern 4. The Diagonal Response

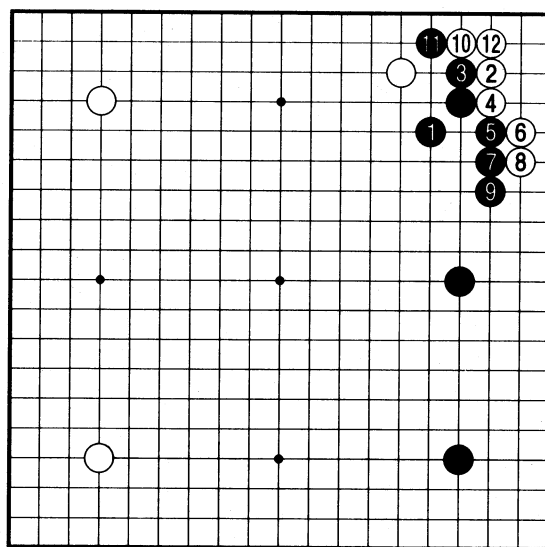


Against White's approach at the top, Black's diagonal move at 1 is a consistent strategy, aiming to build a moyo. This move indicates that Black is intent on keeping the initiative. Let's study the variations after this move.



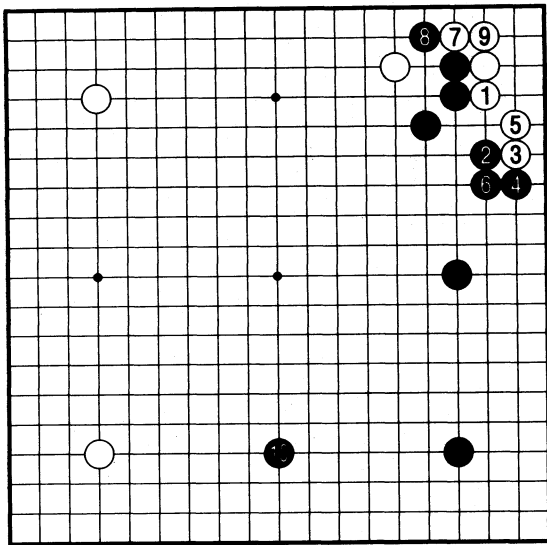
Dia 1. A common invasion

Against Black 1, White's invasion at the 3-3 point with 2 is often seen in this position. Blocking with Black 3 is a possible response. The sequence to White 6 is a common opening. This is an even result.



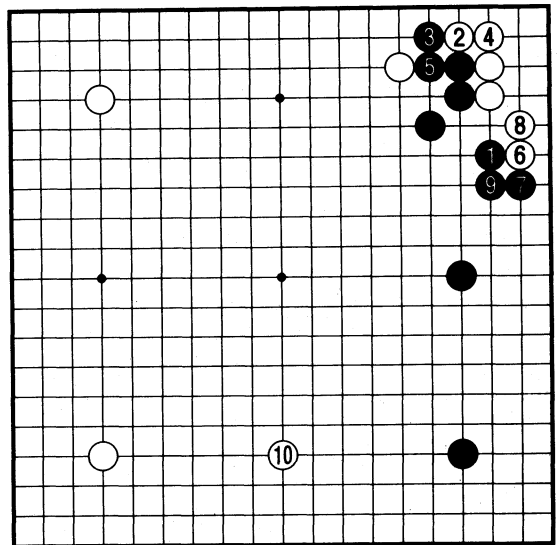
Dia 2. Satisfactory for White

After the invasion of White 2, blocking with Black 3 is Takemiya Masaki 9-dan's favorite move. However, Black 5 is a blunder. Up to the hane and connection of White 10 and 12, the result is not good for Black because his territory on the right side is not complete, as it is open below 8.



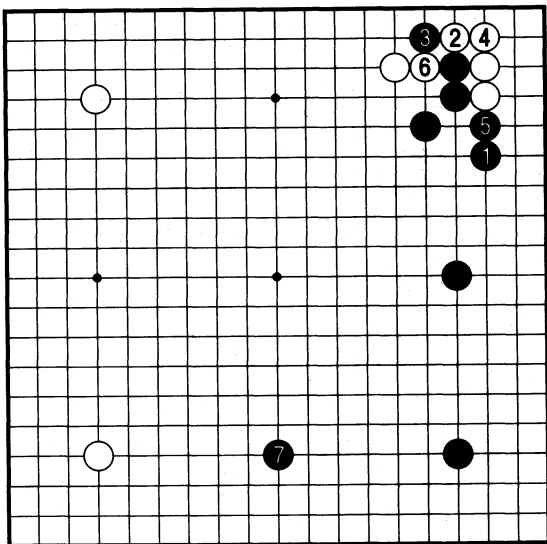
Dia 3. Black's correct move

Against White 1, Black 2 is the correct response. The sequence to White 9 can be expected. Next, Black extends along the bottom with 10, continuing with his plan to build up influence. This result is even.



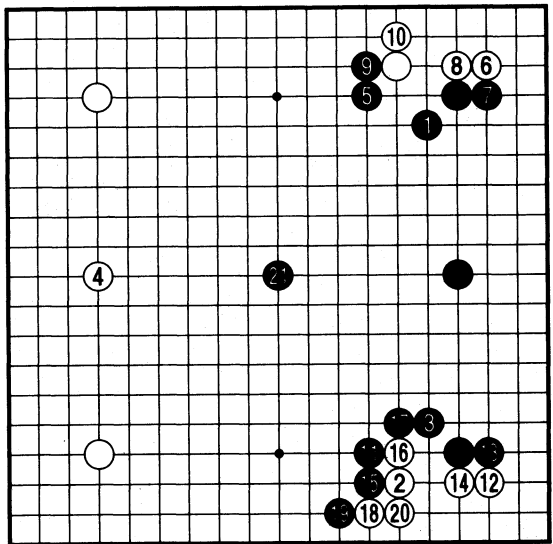
Dia 4. White's aim

After Black 1, the aim of White's hane and connection at 2 and 4 is to take sente. After the sequence to Black 9, White can play 10, the biggest point on the board. White is developing quickly.



Dia 5. The strongest reply for Black

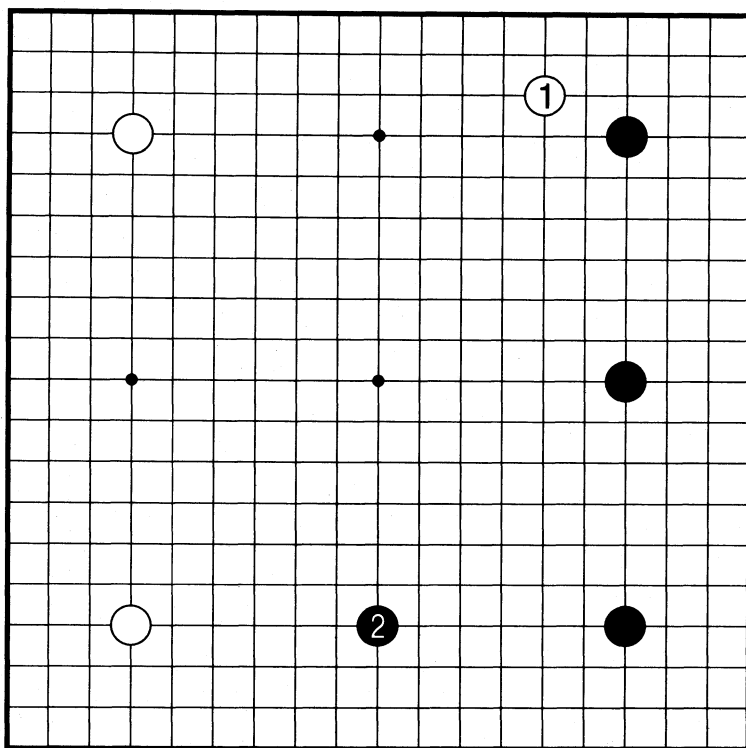
Butting against the white stone with Black 5 is the best counter to White's hane and connection of 2 and 4. This move allows White to cut at 6, but Black can take the biggest point on the board with 7. This result is favorable for Black.



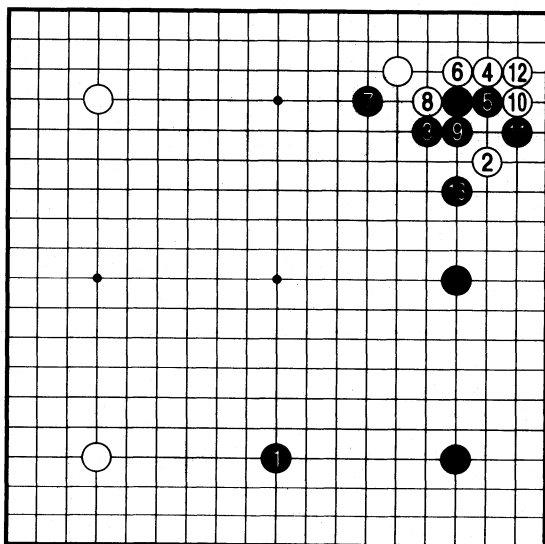
Dia 6. An example game

This was a game between Cho Chikun 9-dan and Takemiya 9-dan. It was a typically well-balanced game, with White taking territory and Black influence. The result was even.

Pattern 5. Black's Four-Star Formation

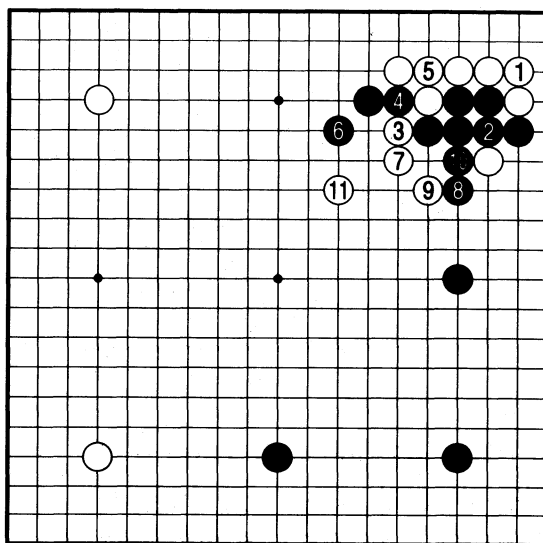


When White approaches with 1, Black can also extend along the bottom with 2. This move focuses squarely on influence. Let's study the variations after Black 2.



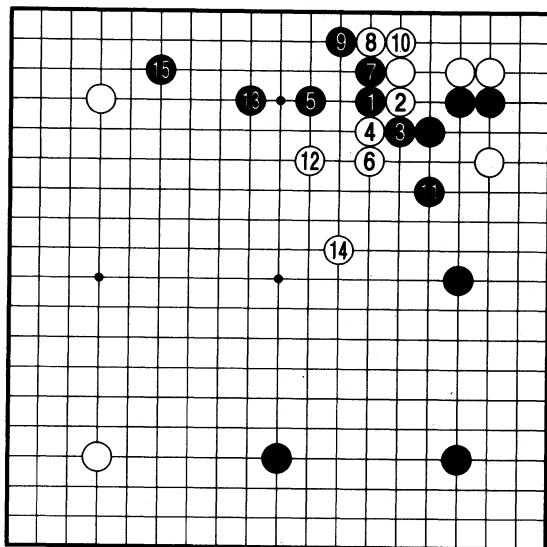
Dia 1. Good for White

Against Black 1, White's second approach at 2 is common sense. Black 3 is a consistent strategy that focuses on influence. The moves to Black 13 can be expected. However, White's territory is slightly better than Black's influence.



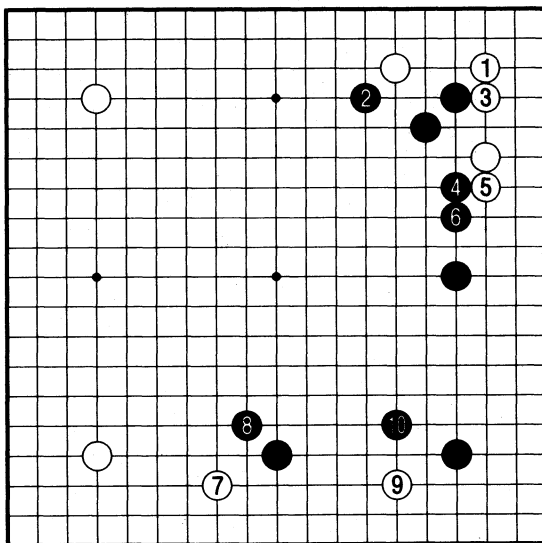
Dia 2. Unsatisfactory for Black

Black's connection at 2 is not good. White's hane at 3 is a good move, and the sequence to White 11 can be expected. The middle-game fighting has now begun, but Black is at a disadvantage.



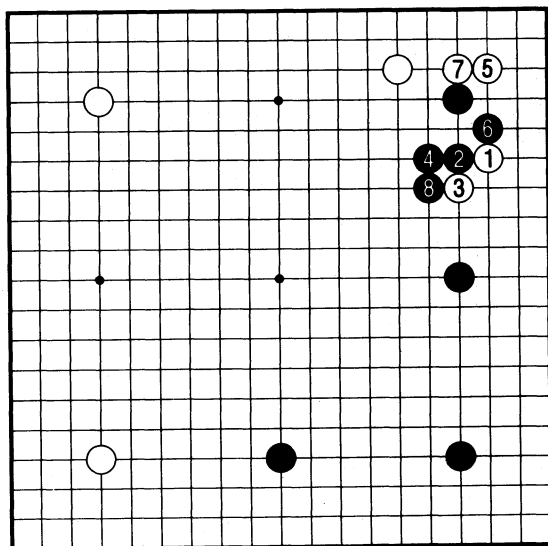
Dia 3. Aggressive moves

Against Black 1, cutting through with White 2 and 4 is aggressive. Black's jump to 5 is a tesuji, and the sequence to Black 15 is a commonsense order of moves. This result favors Black because he has attacked White's stones in the center, taking territory both at the top and on the right side.



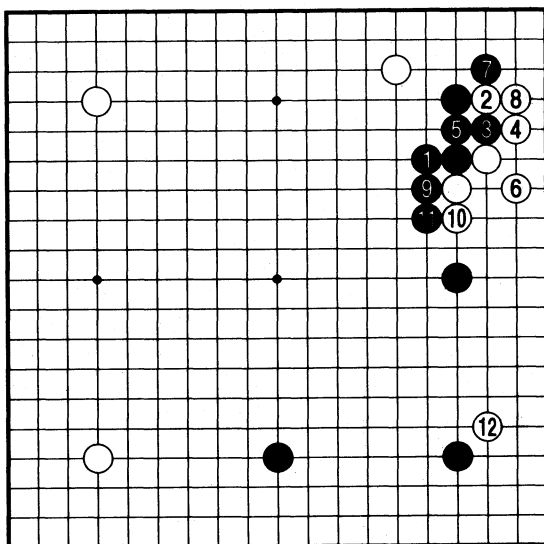
Dia 4. A center-oriented strategy

Against White's corner invasion at 1, Black 2 is also possible. This move emphasizes central influence. Up to 10, Black is dead set on going for influence, while White is going for territory. White's problem now is how to reduce Black's influence in the center.



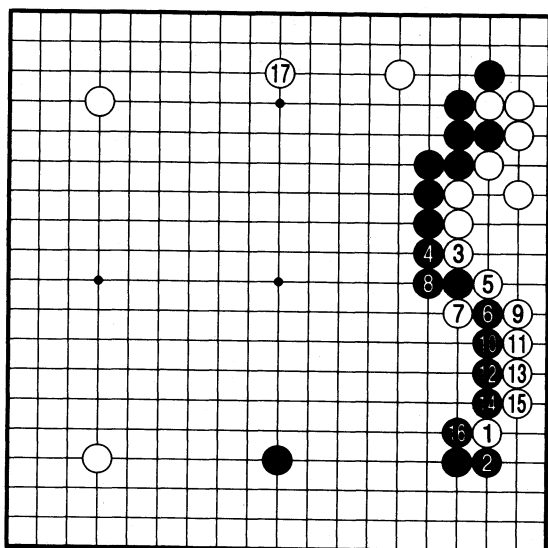
Dia 5. Black's thickness

Against White's approach at 1, Black's attachment at 2 is also possible. White's hane and invasion at 3 and 5 are questionable. Black naturally blocks with 6 and 8. Black's influence is slightly better than White's territory.



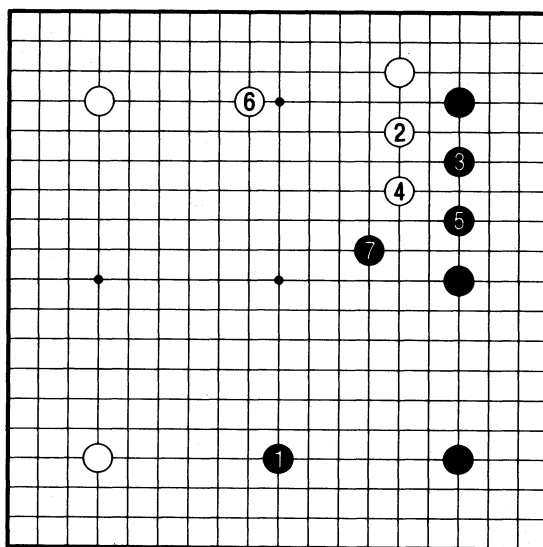
Dia 6. Proper choice for White

Against Black's extension to 1, White's attachment at 2 is the proper answer. Black continues with 3 and 5, which are good moves. The moves to Black 11 are now forced. Next, White 12 is a useful move. To continue —



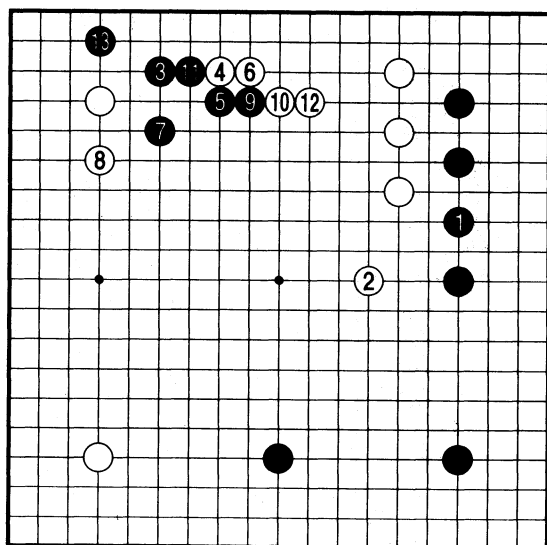
Dia 7. White is developing quickly

Against White 1 (12 in *Dia. 6*), blocking with Black 2 is the usual response. After White 3 and 5, White takes sizable territory in sente with the sequence to 15. White 17 is then played at the top, restricting Black's influence there. This result is slightly favorable for White.



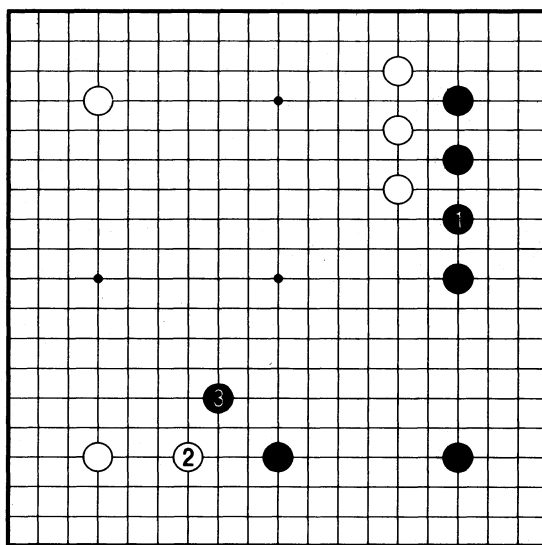
Dia 8. Emphasizing the top side

Instead of the double approach of White 2 in *Dia. 1*, White's one-space jump to 2, focusing on the top, is also possible. The moves to White 6 are one possible continuation. Black 7 is now the key point. This is an even result.



Dia 9. Favorable for Black

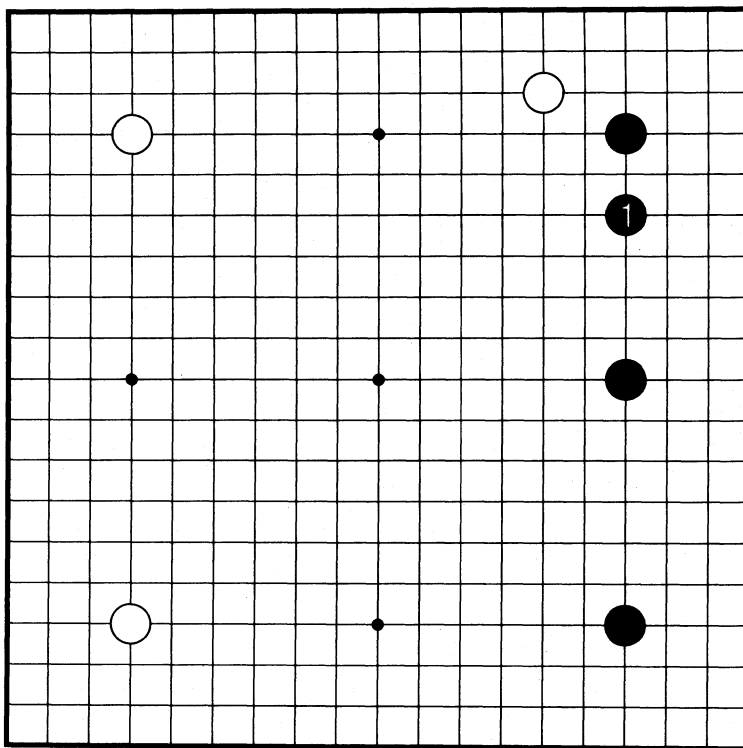
Instead of White 6 in *Dia. 8*, the large knight's move at 2, aiming to build a moyo at the top, is not good. Black can approach with 3 and the sequence to Black 13 is a basic joseki. However, this joseki gives Black a favorable result because White can no longer use his stone at 2 to build a moyo.



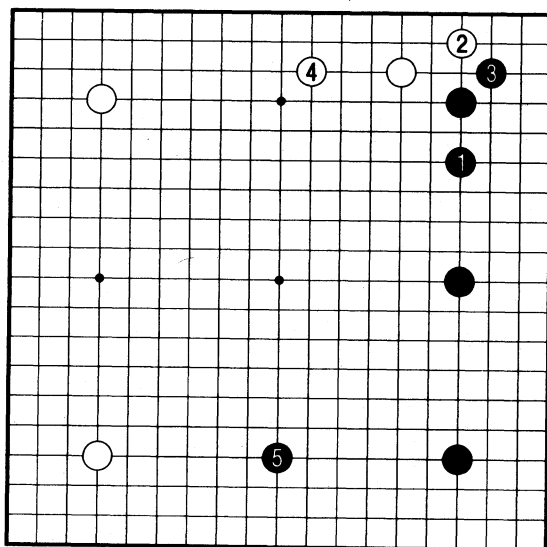
Dia 10. The proper move

White 2, restricting Black's influence in the center, is also possible. Black's diagonal jump to 3 is the proper move to build up a moyo in the center. This is an even result.

Pattern 6. Responding with the One-Space Jump

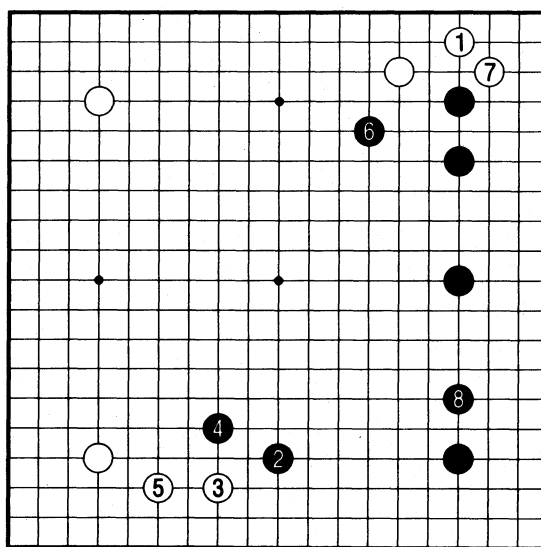


When White approaches in the upper right, Black can simply answer with the one-space jump of 1. This move aims to simplify the game. Let's study the variations after Black 1.



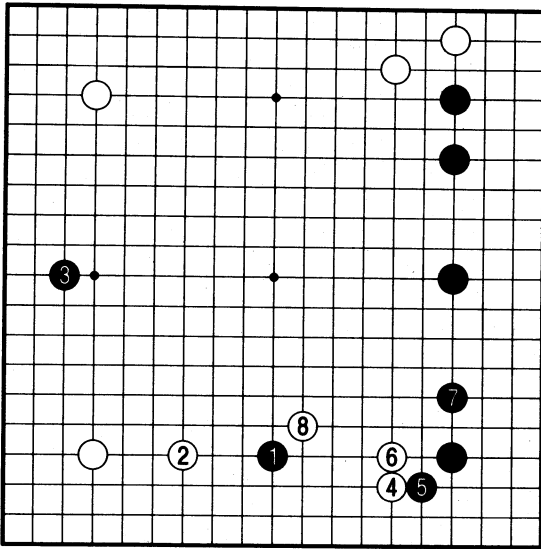
Dia 1. A common joseki

After Black 1, sliding to White 2 is the normal response. The diagonal move of Black 3 and White's two-space extension to 4 then follow. Black's extension to 5 is now the largest move on the board. This is an often played opening.



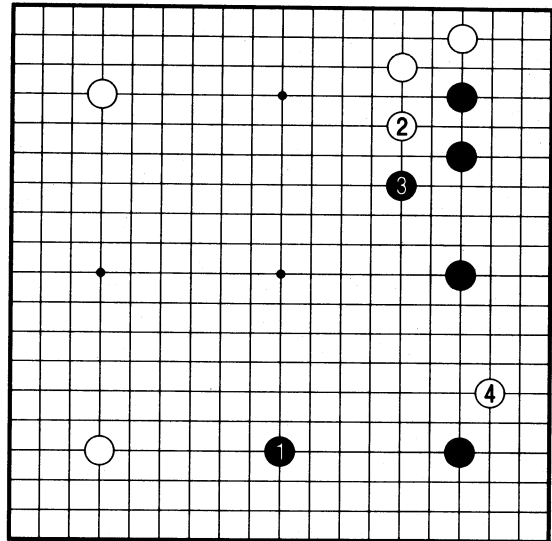
Dia 2. Playing for influence

When White's slides to 1, Black's extension to 2 is also possible. Black 4 and 6 in response to White 3 and 5 are a consistent way of playing for influence. With the corner enclosure at 8, Black's moyo has almost been completed.



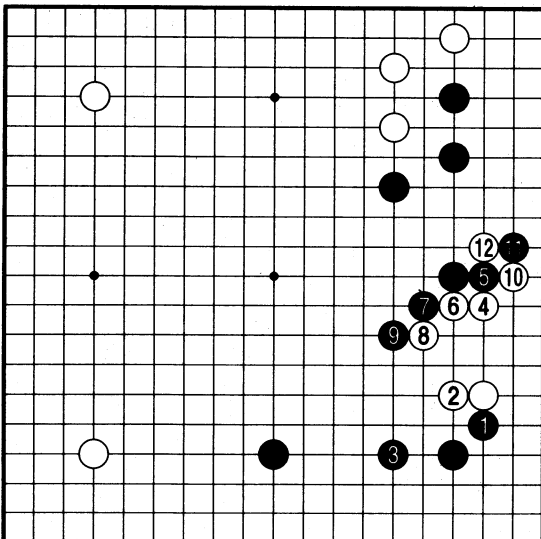
Dia 3. Countering Black's influence

Against the extension of Black 1, White 2 is one way to restrict Black's influence. If Black next splits the right side with 3, after the sequence to Black 7, White can attack the black stone at 1 with the shoulder hit of 8. This result is satisfactory for White.



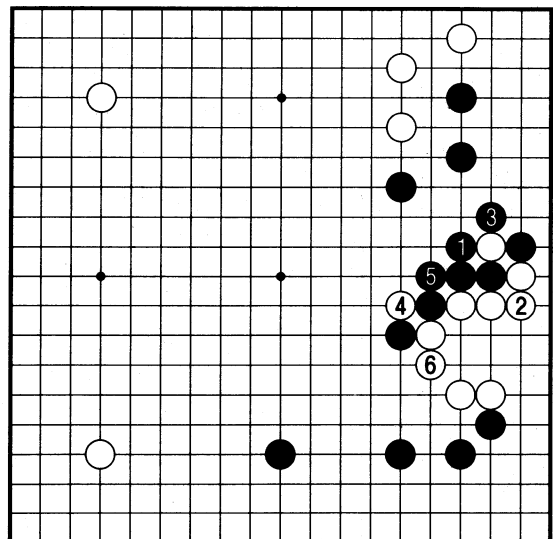
Dia 4. Variation

After Black 1, White's one-space jump to 2 is also possible. Black 3 is an essential response. It is also urgent for White to approach with 4. This is an even fight. After White 4 —



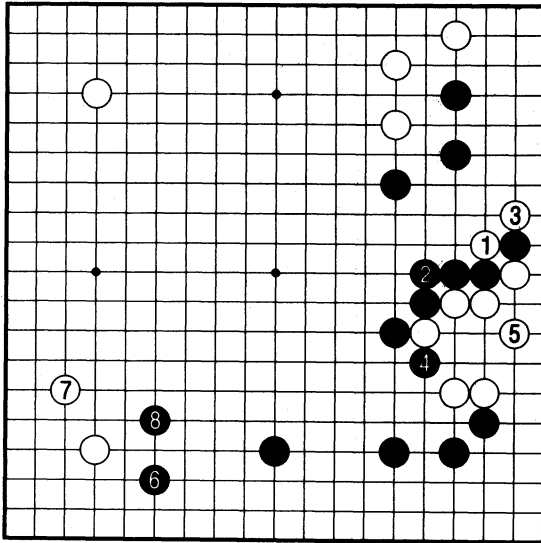
Dia 5. Sabaki

Black's diagonal attachment at 1 and the jump to 3 are a standard combination for attacking White in this kind of position. Next, White makes sabaki with the sequence to 12. Next —



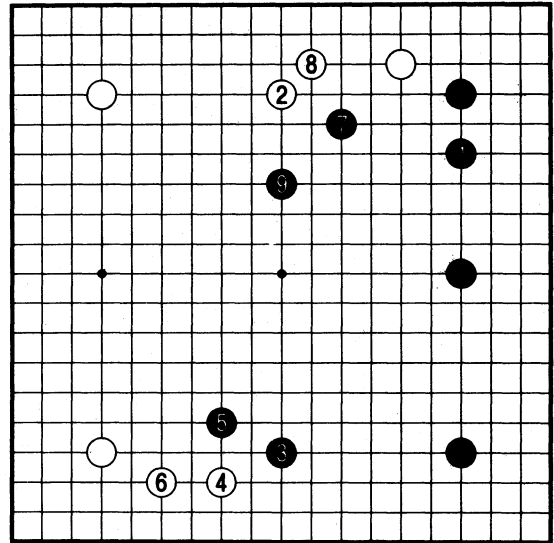
Dia 6. Black is overconcentrated

If Black ataries with 1 and captures a stone with 3, White first connects at 2, then ataries with 4. White next calmly extends to 6. These are good moves. Black's stones in the upper right are a bit overconcentrated.



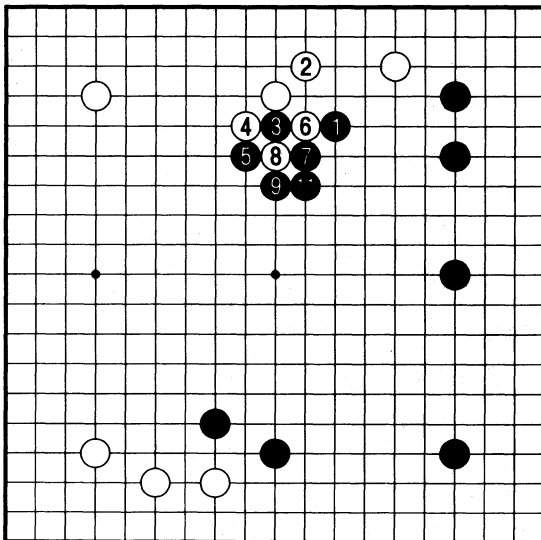
Dia 7. The correct move for Black

Against White's cut at 1, the solid connection of Black 2 is the correct move. After the exchange of 4 for White 5, Black builds a moyo with 6 and 8. This is an even result.



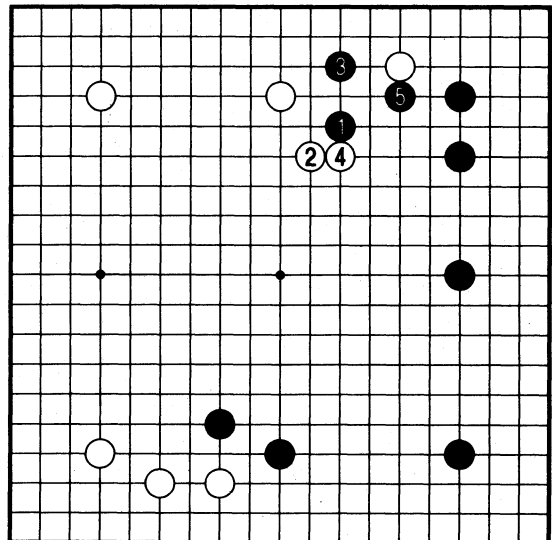
Dia 8. White's choice

In response to Black 1, White's extension to 2 focuses on the top and restricts Black's influence. After the sequence to White 6, Black builds a moyo from the right side towards the center with 7 and 9. This is a well-balanced opening, with Black going for influence and White for territory.



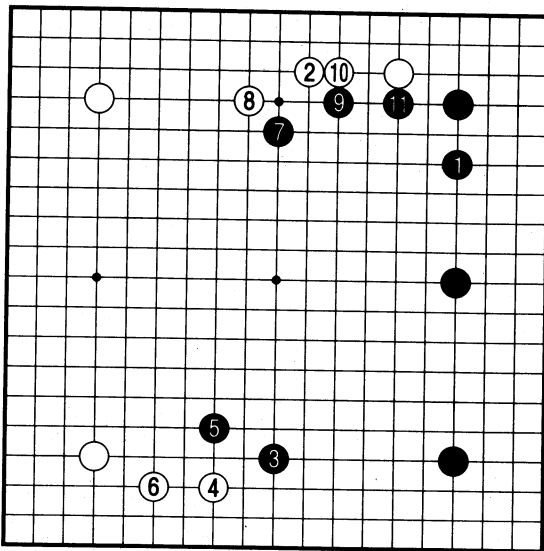
Dia 9. Black's choice

After the exchange of Black 1 for White 2, Black's attachment at 3 is an aggressive way to build influence towards the center. After White's hane at 4, the moves to Black 11 can be expected. This sequence is playable for Black. (White connects at 3)



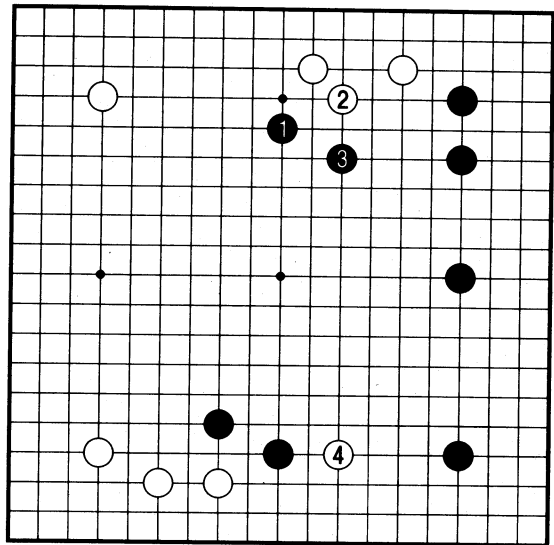
Dia 10. White's resistance

In answer to Black 1, the knight's move of White 2 counters Black's influence. After the exchange of Black 3 for White 4, Black attaches at 5. Locally, this result is good for Black, but overall it is also playable for White.



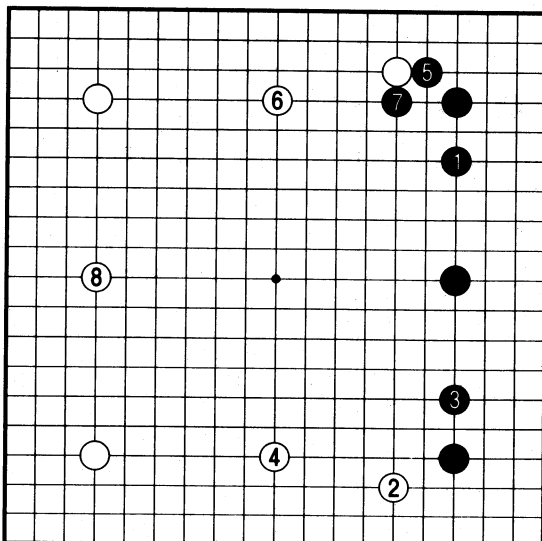
Dia 11. A tight extension

Against Black 1, White could also extend tightly to 2. The sequence to Black 11 can be expected. Black's position is very dynamic.



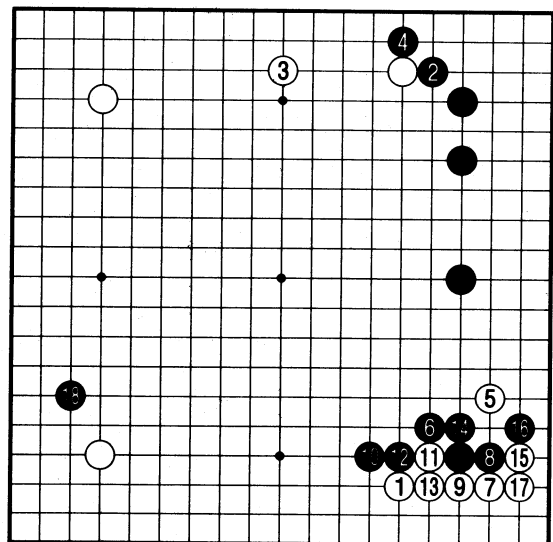
Dia 12. The correct move for White

In answer to Black 1, the diagonal move of White 2 is the correct move. If Black tries to build a moyo with 3, White's invasion at 4 is a good tactic. White's stones are working efficiently.



Dia 13. White is developing quickly

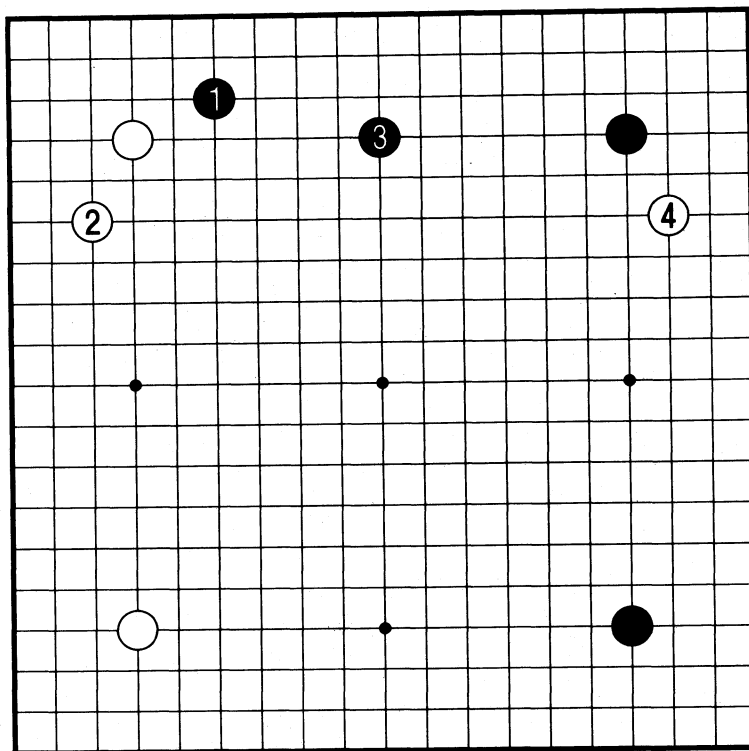
Against Black 1, White can approach with 2 in the lower right, then extend to 4. If Black clings to the top right corner with 5 and 7, White sets up a three-star formation with 8. White has developed quickly. The result is even.



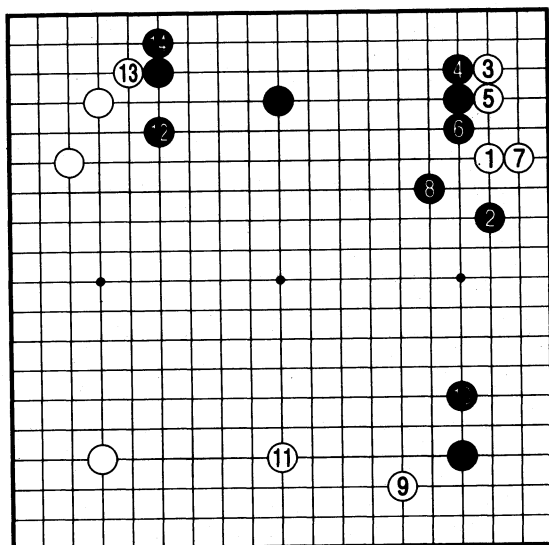
Dia 14. Another variation

After White approaches with 1, Black's diagonal attachment at 2 is also possible. If White then extends to 3, Black hanes at 4. After that the sequence to Black 18 can be expected. This is also an even result.

Pattern 7. A Positive Approach

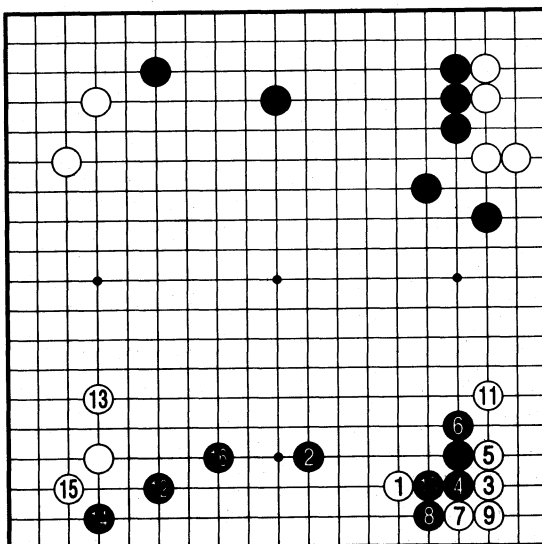


Instead of making a three-star formation on the right, Black could approach with 1, then extend to 3. White's approach at 4 is natural. Let's study the variations after White 4.



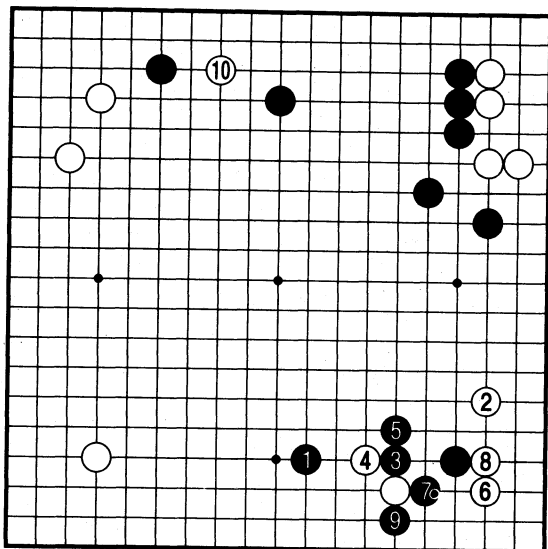
Dia 1. A natural sequence

Against White's approach at 1, Black usually pincers with 2. The moves to Black 8 are a basic joseki. The sequence to Black 14 is the expected continuation. This is an even result.



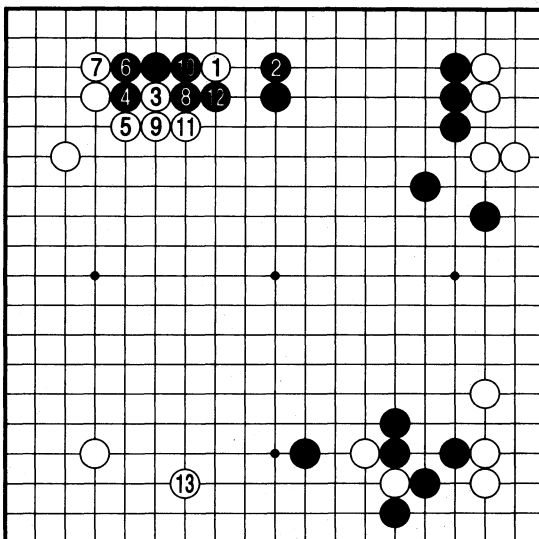
Dia 2. A positive way of playing

Against White 1 (9 in *Dia. 1*), Black's two-space high pincer at 2 is a positive way of playing. White responds by invading the 3-3 point with 3. The sequence to Black 16 is the expected continuation. This result is not bad for Black.



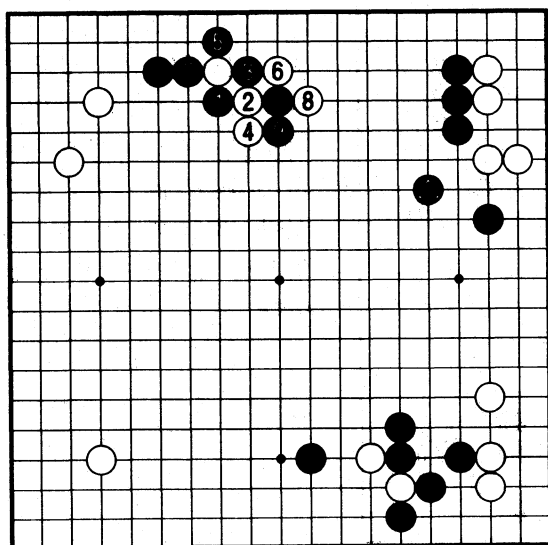
Dia 3. White's choice

Against Black's pincer at 1, making a second approach with White 2 is a commonsense move. If Black attaches with 3, after the exchange of 4 and Black 5, White takes the corner with 6 and 8 in sente. The invasion at 10 is then an excellent move. This is an even result. Next —



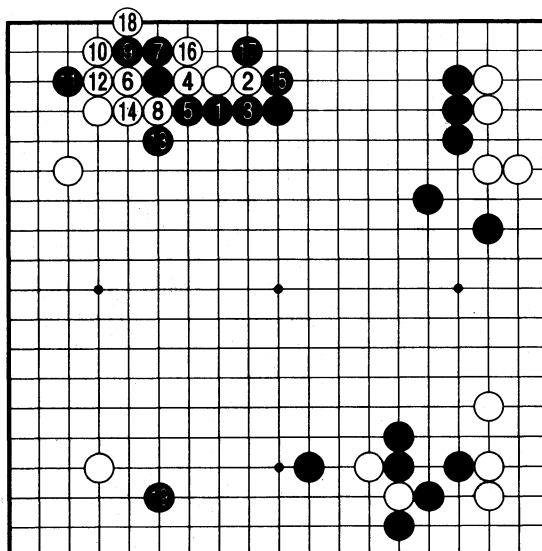
Dia 4. Dynamic for White

In answer to White's invasion at 1 (10 in *Dia. 3*), Black's iron pillar at 2, played to hold on to his territory, is a passive response. After the attachment of 3, White settles this area in sente with the sequence to Black 12. He then takes the largest point with 13. White's moves are quite dynamic.



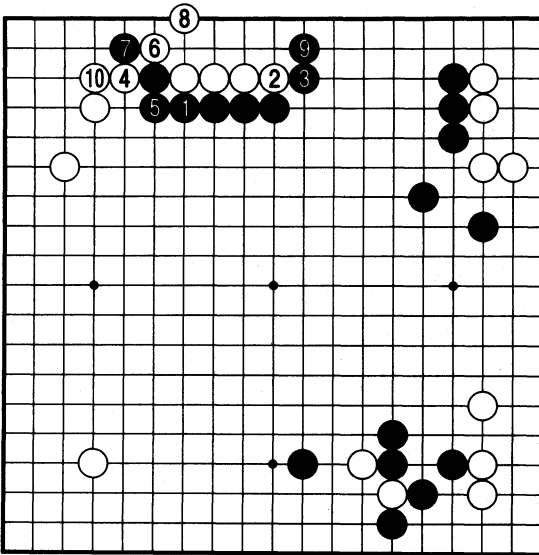
Dia 5. Unreasonable for White

The attachment at 1 is the normal move. However, White's wedge at 2 is not good in this position because White's ataris with 3 and 5 are very good moves. When Black plays 9, White's position collapses because the marked black stone breaks the ladder.



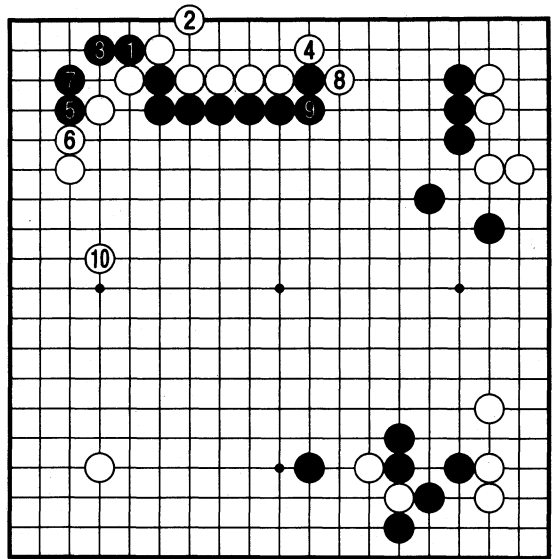
Dia 6. Black's thickness

White 2 is the only response to Black 1. Black next connects at 3, but, after the exchange of White 4 for Black 5, White's diagonal attachment at 6 puts too much emphasis on territory. Black 7 and 9 are a good sacrifice. After the sequence to Black 19, Black's thickness is better than White's territory.



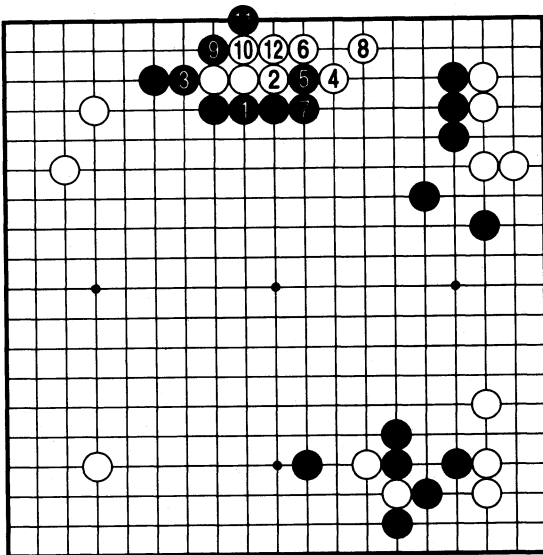
Dia 7. An even result

After Black 1, White 2 is the only move. Black continues by blocking at 3. White 4 and 6 are good moves that link up his stones. Next, the sequence to White 10 is the best continuation for both sides. This is an even result.



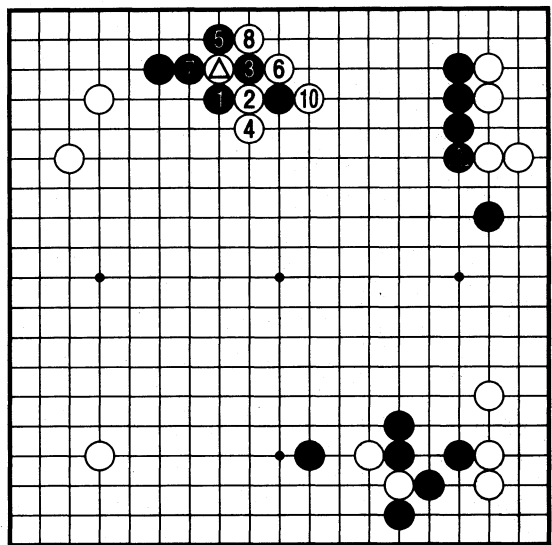
Dia 8. An aggressive sequence for Black

When White defends against a cut with 2 (8 in *Dia. 7*), Black's extension to 3 is very aggressive. After White's hane at 4, the moves up to White 10 are inevitable. This is also an even result.



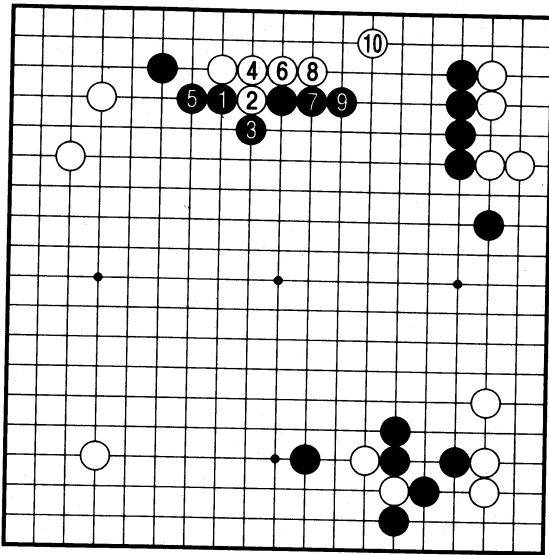
Dia 9. Variation

After Black 1, White 2 is also possible. Black 3 is a good response. The result to Black's atari at 11 is even.



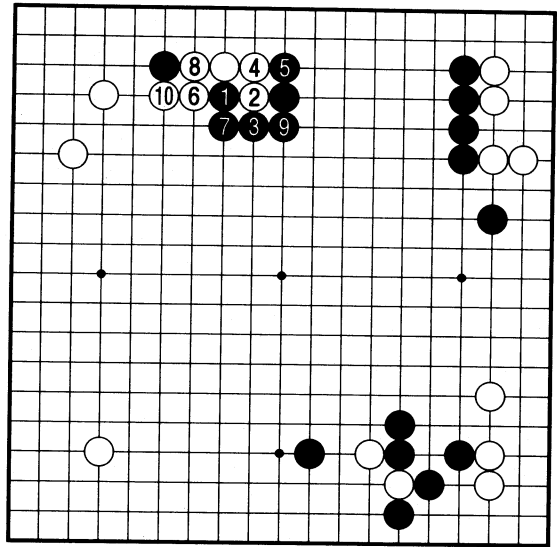
Dia 10. A powerful wedge

With the black marked stone on a different point than in the previous diagrams, White's wedge at 2 is a very powerful move. Black 3 and 5 are not successful. After the atari of 8, White can capture a stone with 10 because the ladder is in his favor. (White 9 connects at the marked stone.)



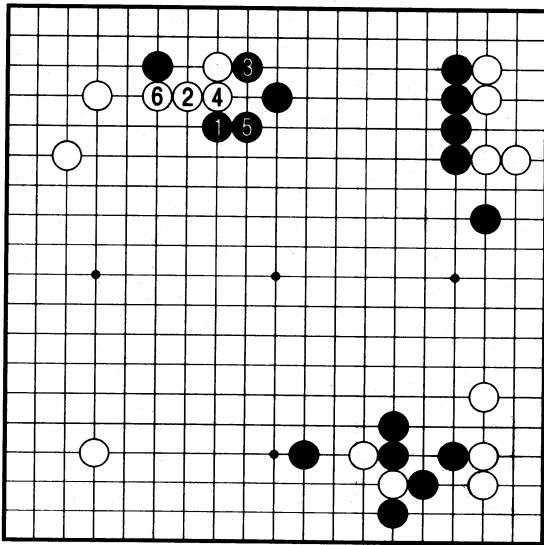
Dia 11. Satisfactory for White

In response to White 2, Black 3 and White 4 are necessary. The sequence to White 10 is natural. This result is favorable for White because he has lived with a sizable territory at the top.



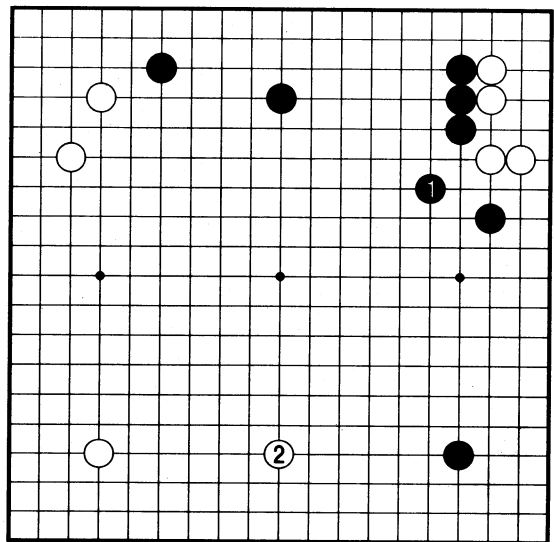
Dia 12. Good for White

After the exchange of Black 3 for White 4, Black 5 puts emphasis on the top, but this is questionable in this position. After 10, White's territory is clearly better than Black's influence.



Dia 13. Black builds a moyo

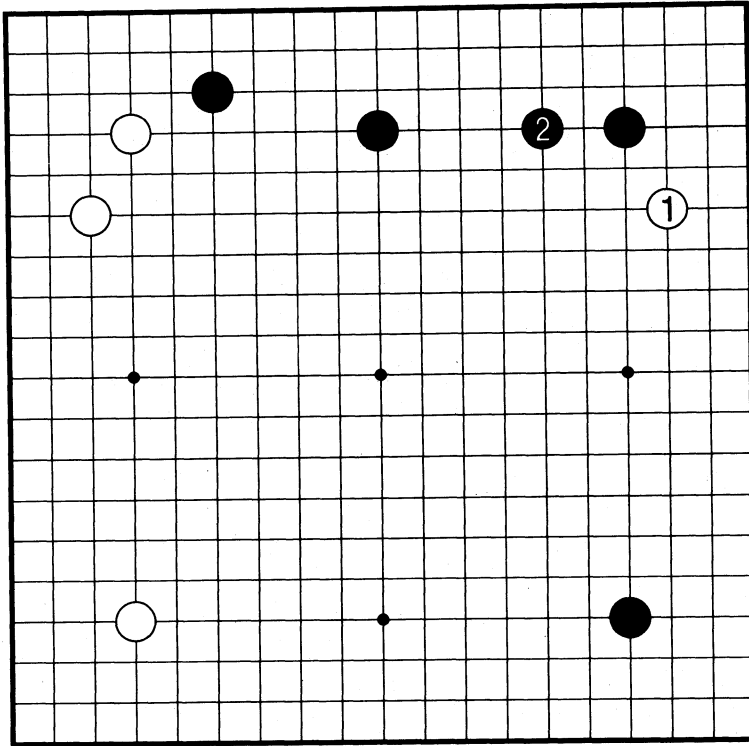
In this position, Black's cap at 1 is a possible tactic to build up a moyo. The moves to White 6 are natural. This is an even result.



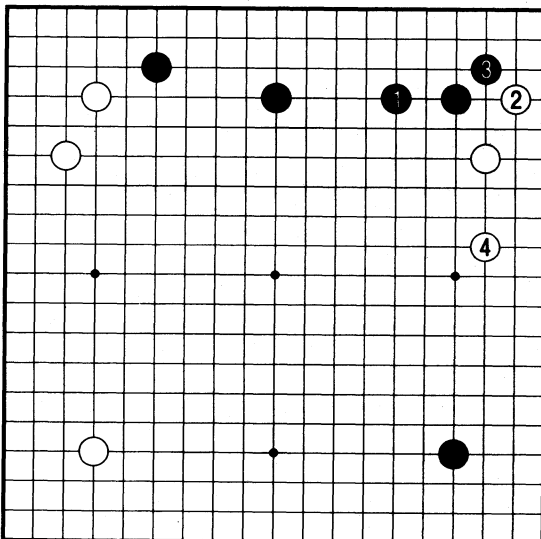
Dia 14. A reasonable extension

After Black 1 (8 in *Dia. 1*), White's extension to 2 is also possible. If you don't want to play aggressively as White, this is a reasonable move.

Pattern 8. Responding with the One-Space Jump

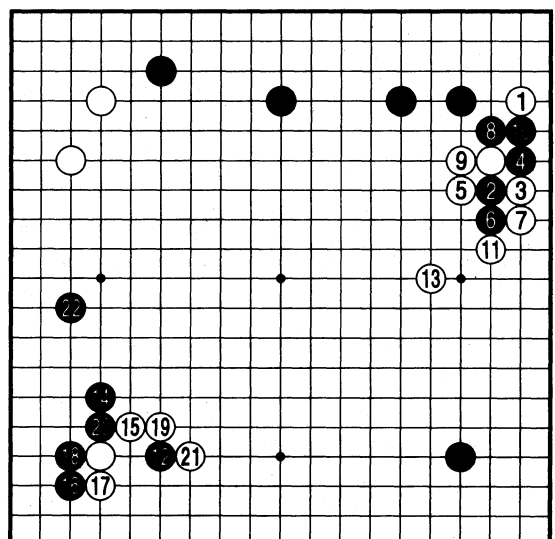


Against White's approach at 1, the one-space jump of Black 2 aims to simplify the position. Let's study the variations after Black 2.



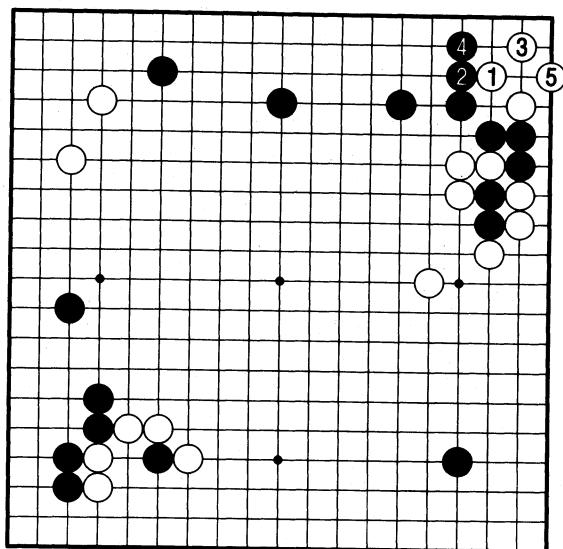
Dia 1. Satisfactory for White

Against Black 1, sliding into the corner with the knight's move of 2 is a common way of responding. The diagonal move of Black 3 is a bit passive. White easily settles his group with the extension to 4. This result is slightly better for White.



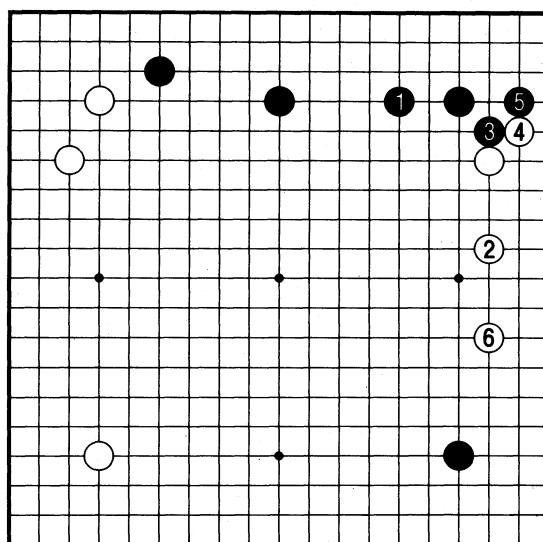
Dia 2. A dynamic variation for Black

Against White 1, the attachment of Black 2 is a good move. Next, Black's crosscut at 4 against White's hane at 3 is a good tactic. After White 11, Black 12 breaks the ladder. The sequence to 22 is a dynamic variation for Black. Next —



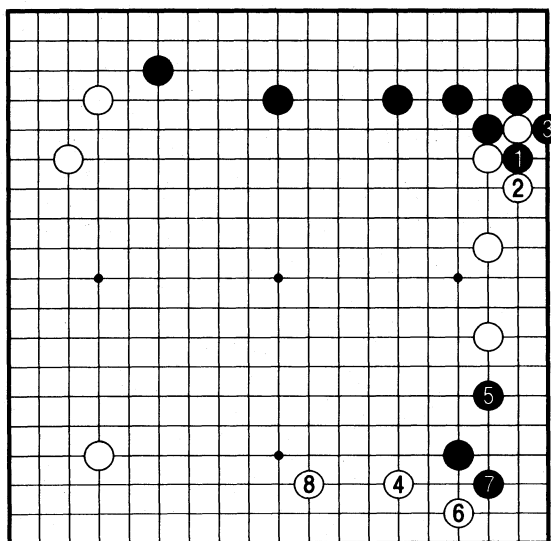
Dia 3. White's aim

Continuing from *Dia. 2*, White can live in the upper right corner with the sequence to 5. However, the timing of this invasion is important.



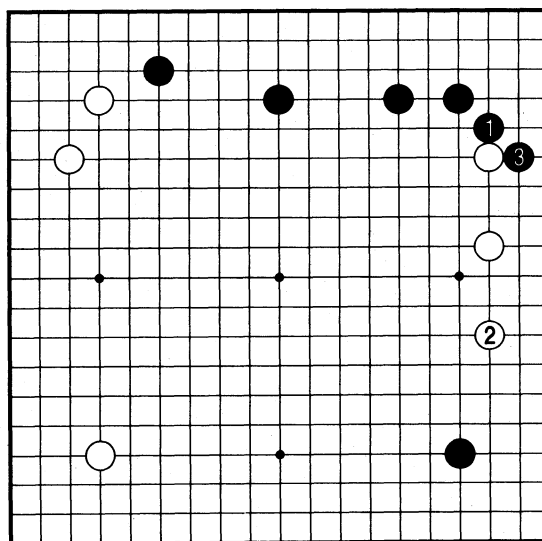
Dia 4. A variation for White

If you want to avoid the sequence in *Dia 2*, the two-space extension to White 2 is a good move. Black will make the diagonal attachment of 3, then, after White exchanges 4 for Black 5, he makes another two-space extension to 6. This is also a good move. Next —



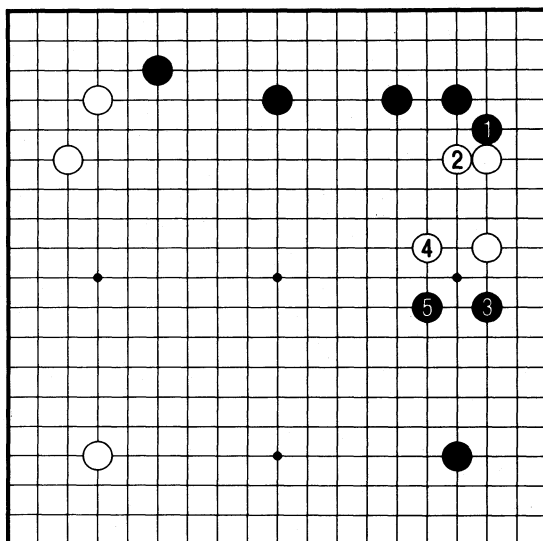
Dia 5. Efficient for White

If Black captures a stone with 1 and 3, White approaches the lower right corner with 4. With the sequence to 8, White is developing faster than Black.



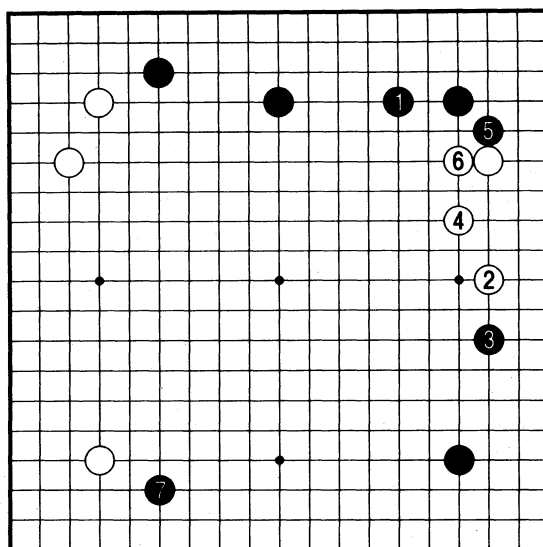
Dia 6. Enough territory for Black

Against Black's diagonal attachment at 1, immediately extending to White 2 is unreasonable. After the hane of 3, Black's territory is big enough.



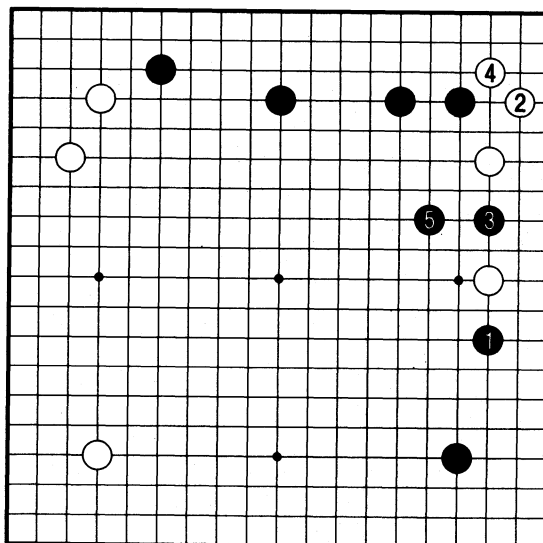
Dia 7. Good for Black

In answer to Black's diagonal attachment of 1, White's extension to 2 is not good in this position. Black's checking extension to 3 and the one-space jump to 5 are very powerful moves. This is a successful opening for Black.



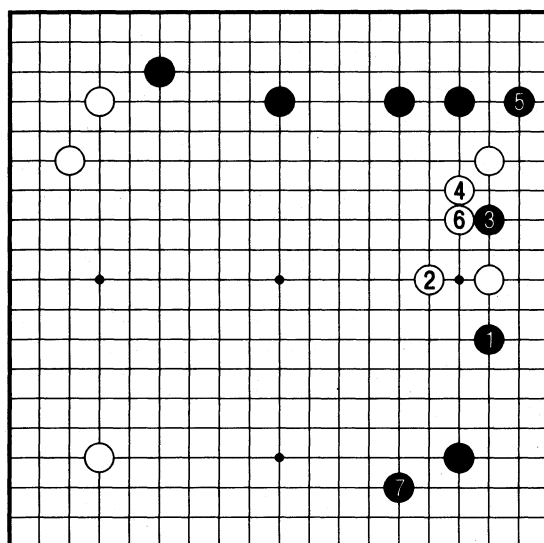
Dia 8. Variation for White (1)

After Black 1, White's three-space extension to 2 is also a possible strategy. If Black next extends to 3, White settles his stones with 4 and 6. However, Black takes the biggest point on the board with 7. This is an interesting result for Black.



Dia 9. White is greedy

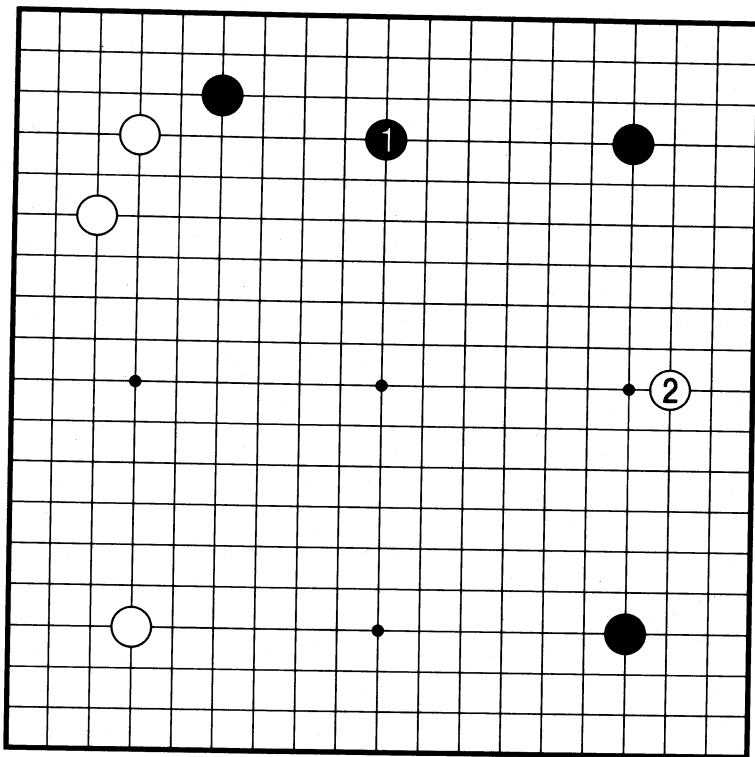
White plays 2, expecting Black to play 3 at 4, but Black invades at 3 instead. This is quite severe on White. After the exchange of White 4 for Black 5, this result is clearly good for Black.



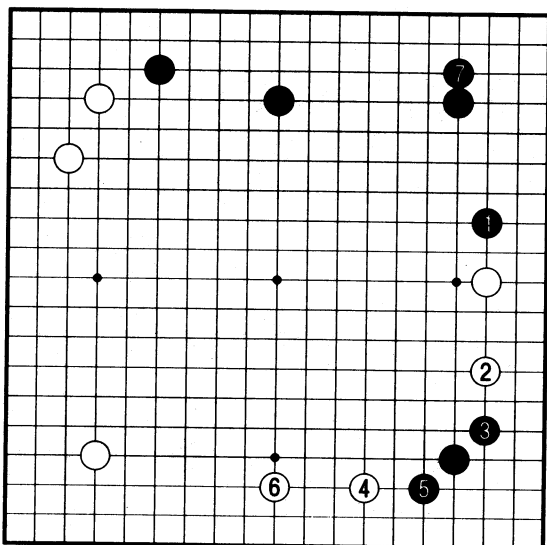
Dia 10. Variation for White (2)

Against Black's checking extension at 1, White's one-space jump to 2 is another variation. After the invasion of Black 3, the moves up to White 6 can be expected. This is an even result.

Pattern 9. Splitting the Right Side

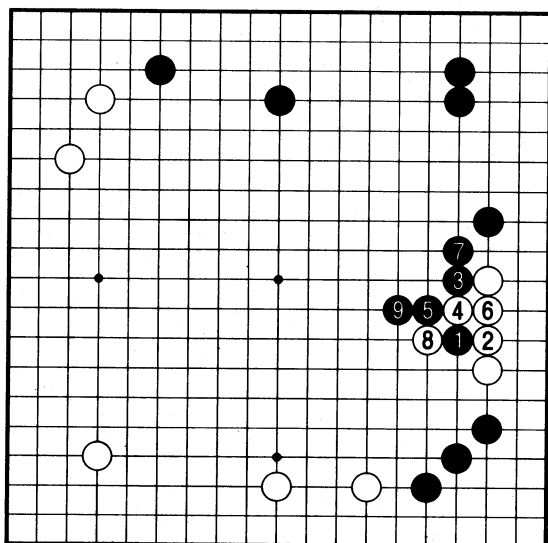


When Black extends to 1, White can split the right side with 2. This is a flexible move that slows down the pace of the game. Let's discuss the variations after White 2.



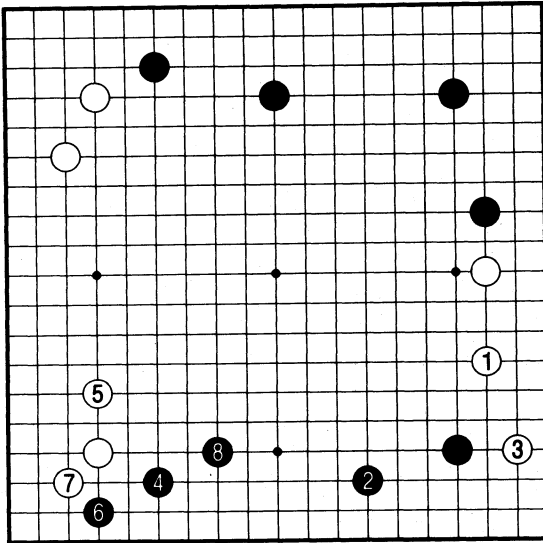
Dia 1. Checking extension

Black's checking extension to 1 is the correct direction. The sequence continues to Black 7. The order of moves is natural, and the result is even.



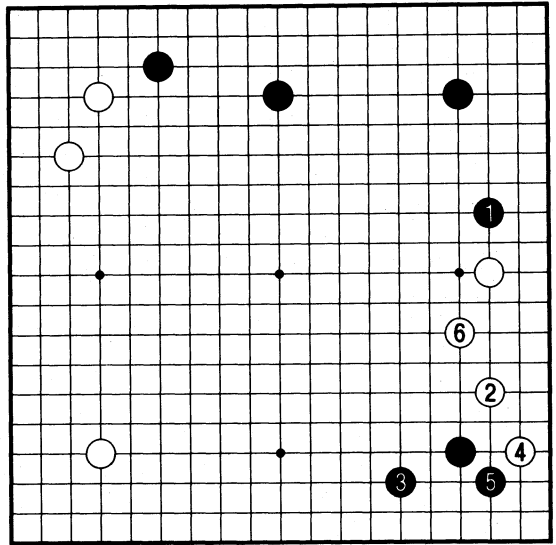
Dia 2. Continuation

Later, Black 1 and 3 are good moves to block White's access to the center. The sequence to Black 9 is a possible continuation.



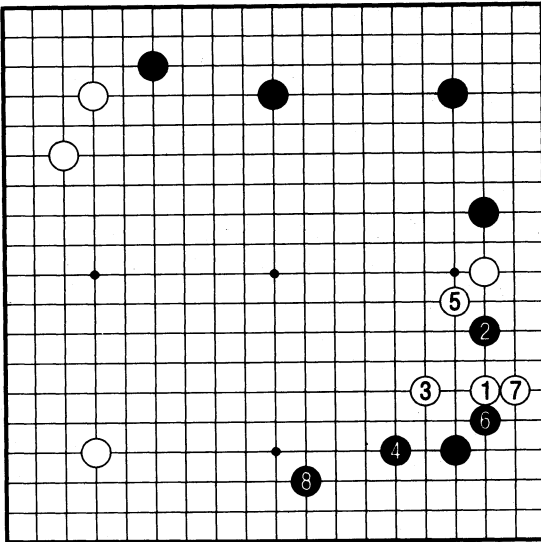
Dia 3. A variation for Black

In answer to White 1, Black's large knight's extension to 2 is also possible. The moves to Black 8 can be expected. However, this result is a bit dull for Black. After Black 8, White can easily invade the top.



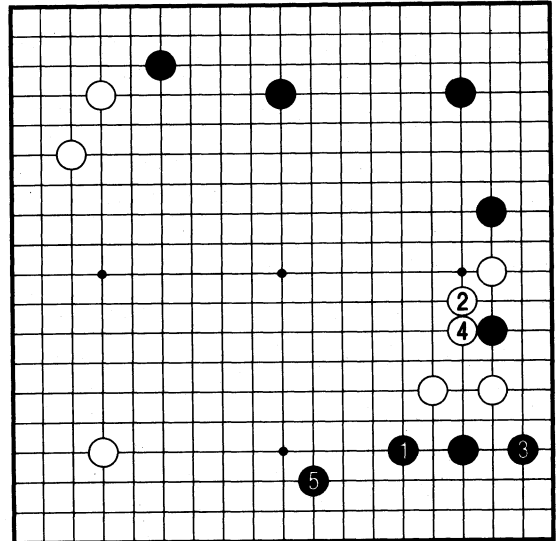
Dia 4. A dynamic way for White

After Black 1, White's approach at 2 is also a natural move. If Black answers with 3, White can easily make shape with 4 and 6. This result slightly favors White.



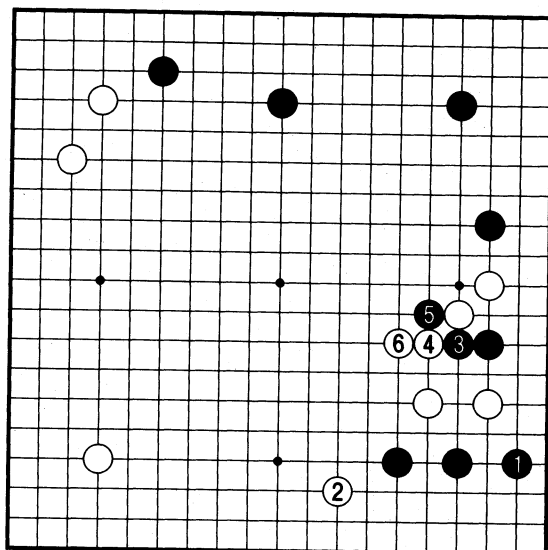
Dia 5. Black's probe

Against White's extension to 1, Black's invasion at 2 is a good probe. Next, the moves to Black 8 are natural. This is an even result.



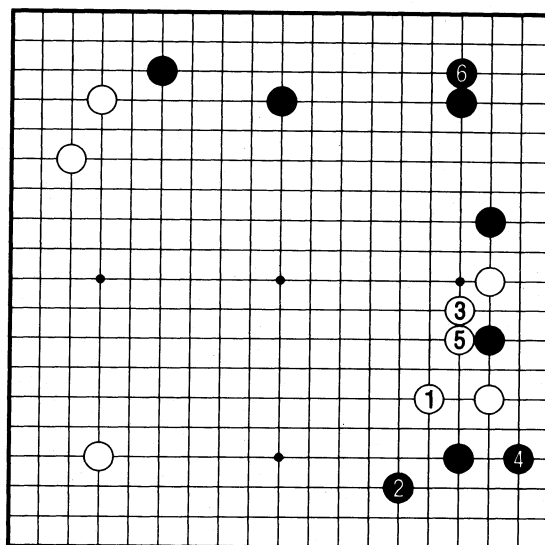
Dia 6. Satisfactory for Black

Against White's diagonal move at 2, Black 3 is another good probe. If White next reinforces with 4, Black extends to 5. This result is clearly better for Black than *Dia. 5*.



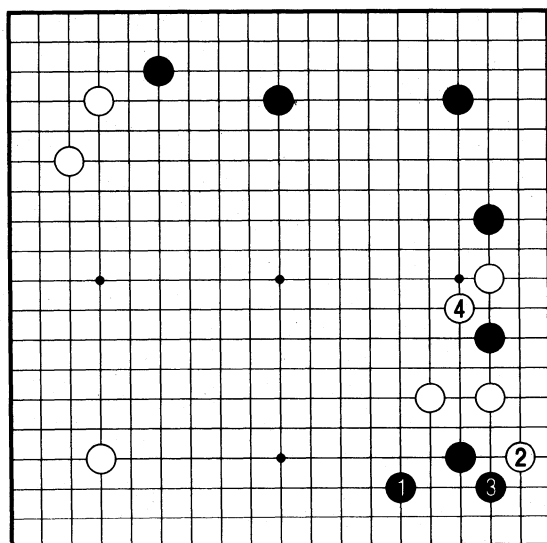
Dia 7. White's resistance

Against Black 1, White's approach at 2 is also possible. Next, cutting through with Black 3 and 5 is natural. A complicated middle-game fight is inevitable.



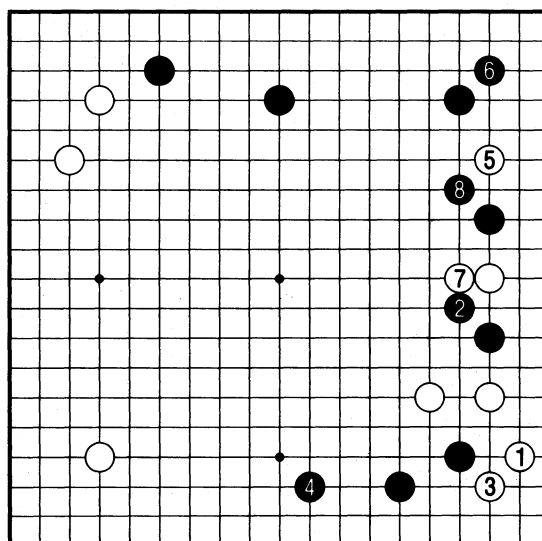
Dia 8. Black's choice

In answer to White's one-space jump to 1, The knight's move of 2 is also possible. If White answers at 3, Black 4 is a good probe. With the sequence to 6, Black is developing more quickly than White.



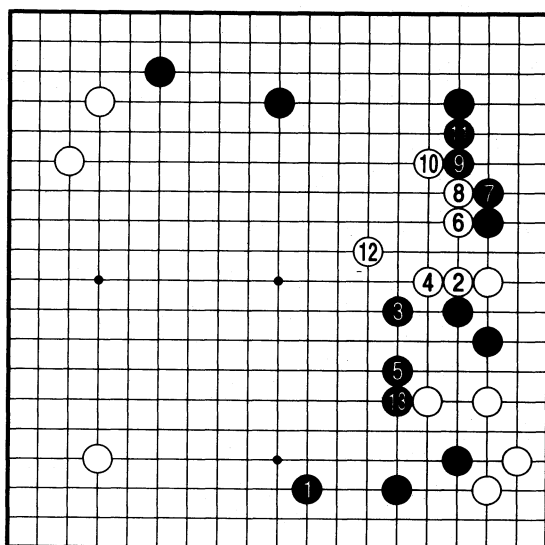
Dia 9. A variation for White

Against Black 1, White 2 is the correct answer. If Black defends with 3, White traps a stone with 4. White's stones are working efficiently.



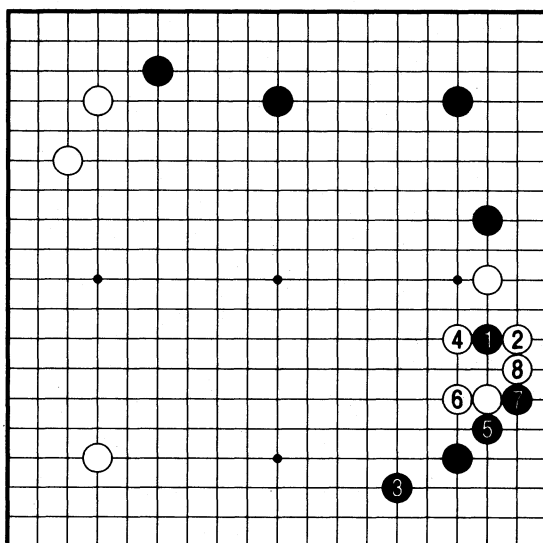
Dia 10. An aggressive way

Against White 1, Black's diagonal move at 2 is a very powerful move. Next, the sequence to Black 8 is one possible way of playing. However, this result is slightly better for Black. In this sequence, Black 6 and 8 are also powerful moves.



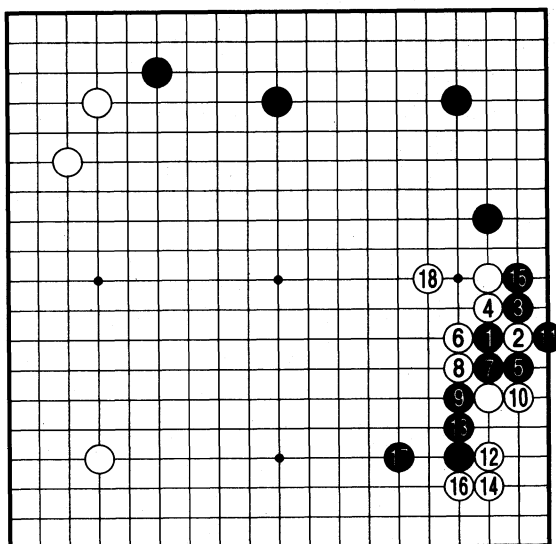
Dia 11. A standard sequence

After Black's two-space extension to 1, pushing with White 2 is the correct move. Next, the sequence to Black 13 can be expected. This is an even result.



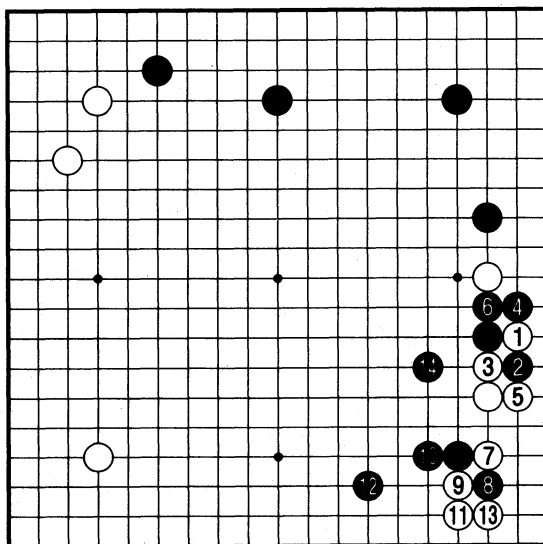
Dia 12. White's choice

White's attachment on the second line at 2 is also possible. Next, the sequence to White 8 is natural. Black is developing more quickly than White, but this sequence is also playable for White.



Dia 13. Satisfactory for White

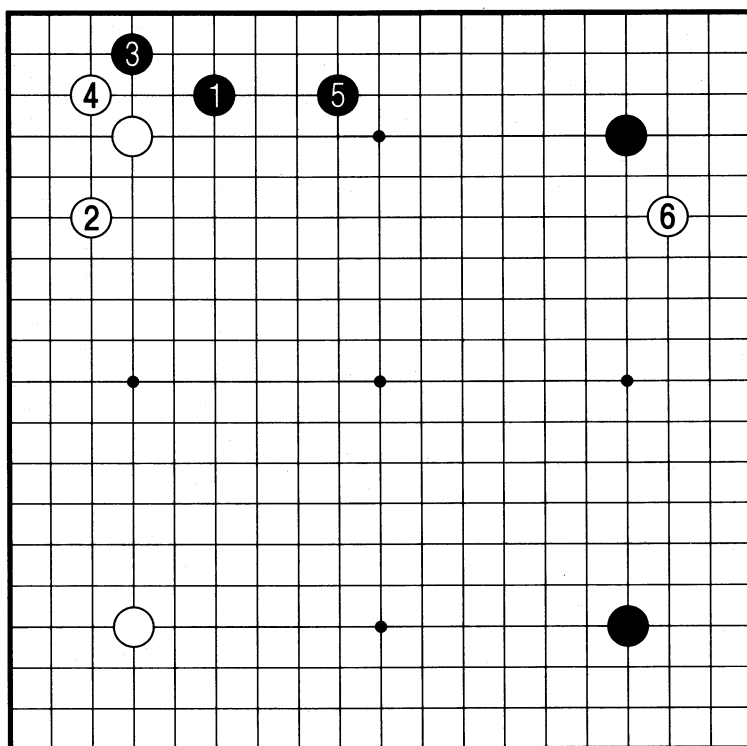
Answering White's attachment on the second line with the hane of Black 3 is questionable. After White cuts with 4, the sequence to Black 11 is inevitable. Next, White's attachment at 12 is a tesuji. The result to Black 18 is good for White.



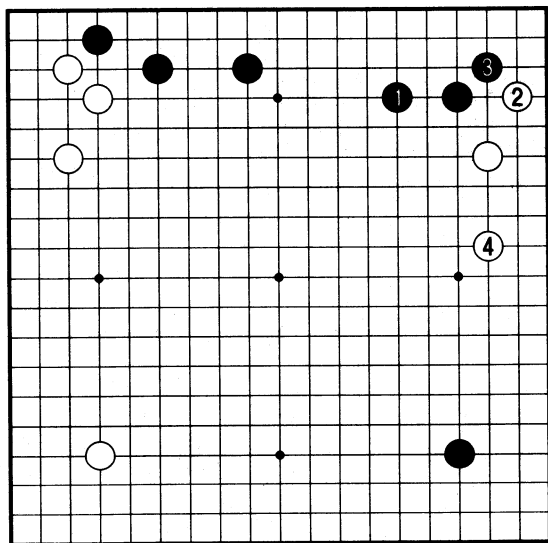
Dia 14. The correct direction

Against White's attachment at 1, Black's hane at 2 is the correct direction. After White cuts with 3, the sequence to Black 14 is the normal continuation. This is an even result.

Pattern 10. A Tight Extension

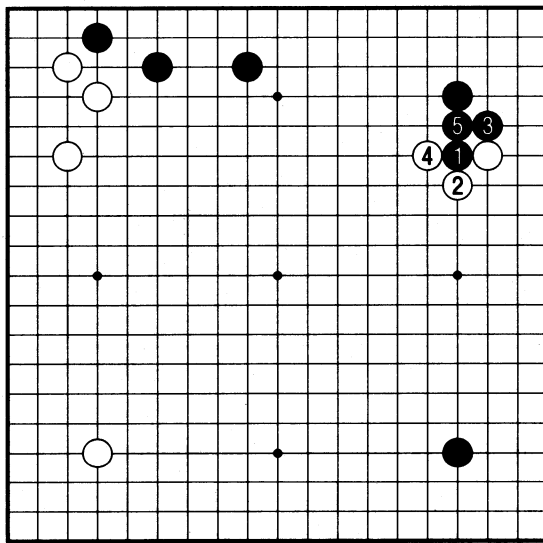


After the exchange of 1 for White 2, Black can make a solid base for his stones with 3 and the tight extension of 5. After White 6, Black must take into consideration his stones at the top left in planning his strategy, and White must counter any strategies that White devises. Let's study the variations after White 6.



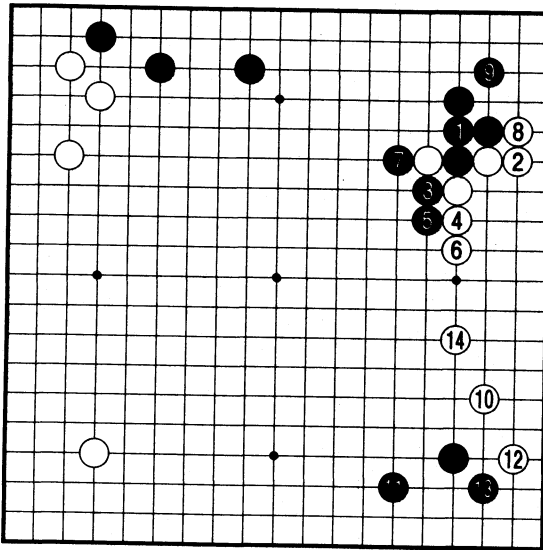
Dia 1. A simple sequence

Black 1 is one of the simplest responses. The sequence to White 4 is a common opening sequence.



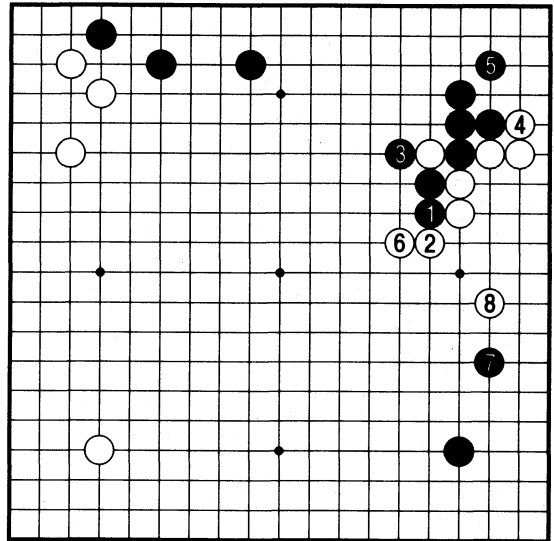
Dia 2. Practical way

Black's attachment at 1 and block at 3 focus on territory. These are very practical moves. After Black connects with 5, White must decide what his strategy will be.



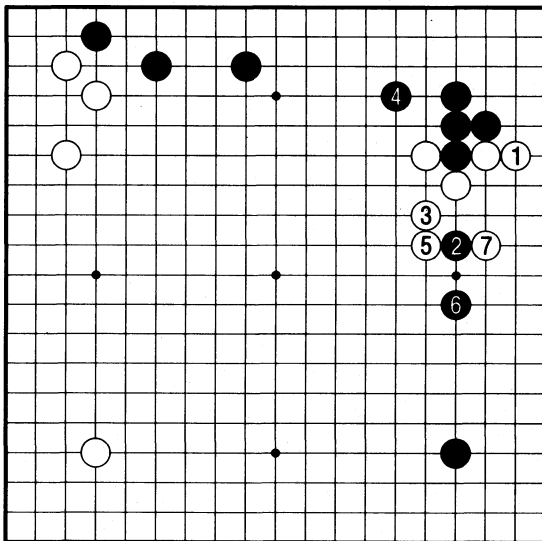
Dia 3. Satisfactory for White

In response to Black's connection at 1, White's descent to 2 places priority on settling his stones quickly. After Black cuts with 3, the moves to White 14 are one possible continuation. White's territory on the right side is not small.



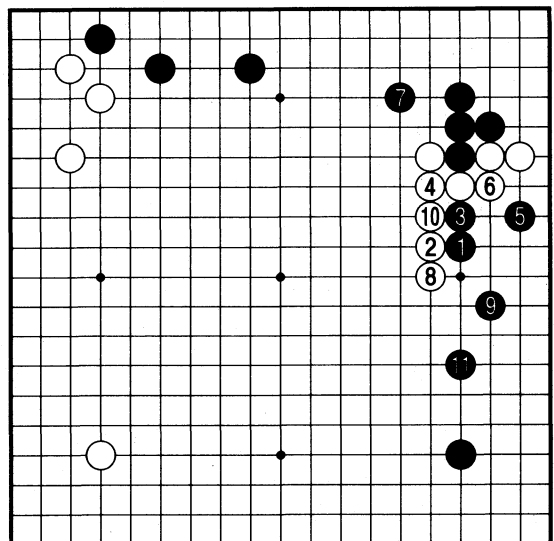
Dia 4. A variation for White

Against Black's push at 1, White's hane at 2 is also possible. White 2 emphasizes the center, and the sequence to White 8 can be expected. Choosing this variation depends on whether or not a player is comfortable with it.



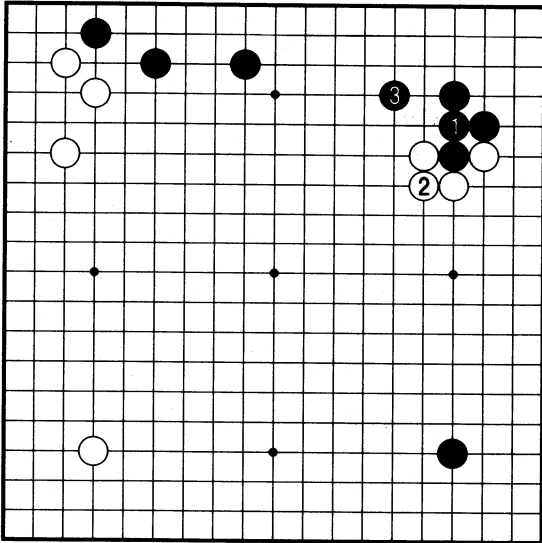
Dia 5. A dynamic way for Black

After White 1, Black's pincer at 2 is a dynamic way of playing. White 3 is the simplest response and the moves up to Black 7 can be expected. Black has played on both sides, but the result is still even.



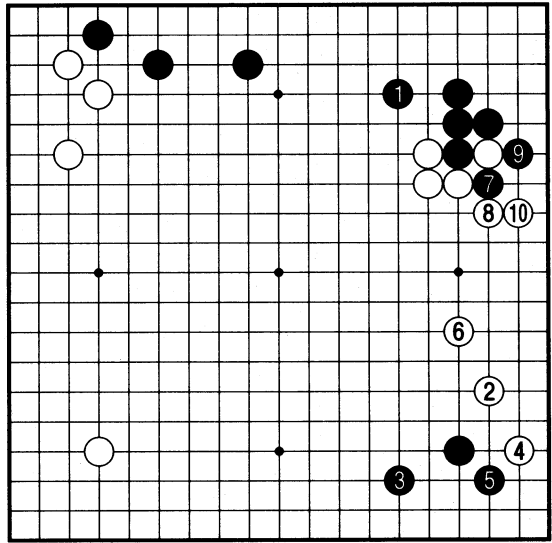
Dia 6. A positive way for White

Against Black's pincer at 1, White's attachment at 2 is a positive way of playing. After Black bumps against the white stone with 3, the sequence to Black 11 can be expected. In this diagram, Black's stones look very active, but White has the initiative, so the result is almost even.



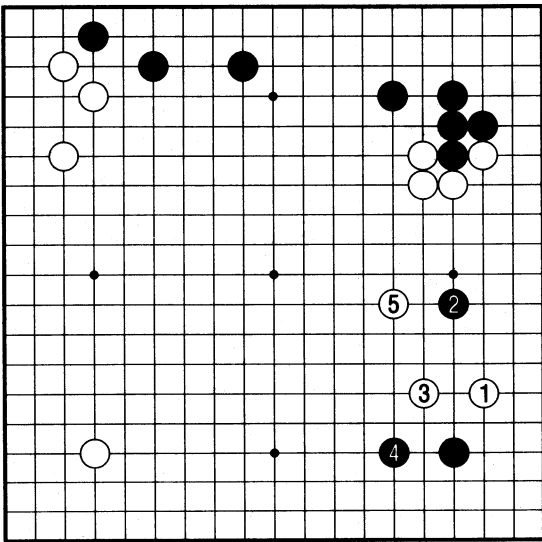
Dia 7. White's choice

White's connection at 2 is also possible. Black's response at 3 is natural. Next —



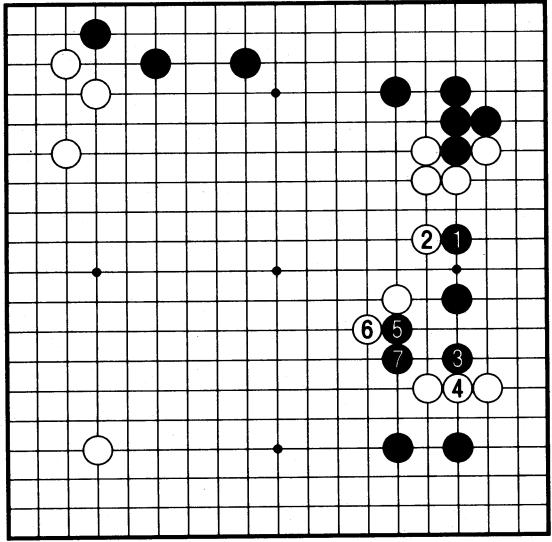
Dia 8. Satisfactory for White

After Black 1, White's approach at 2 is the usual move. If Black answers with 3, White can make an ideal shape on the right side with the sequence to 10. This result is good for White.



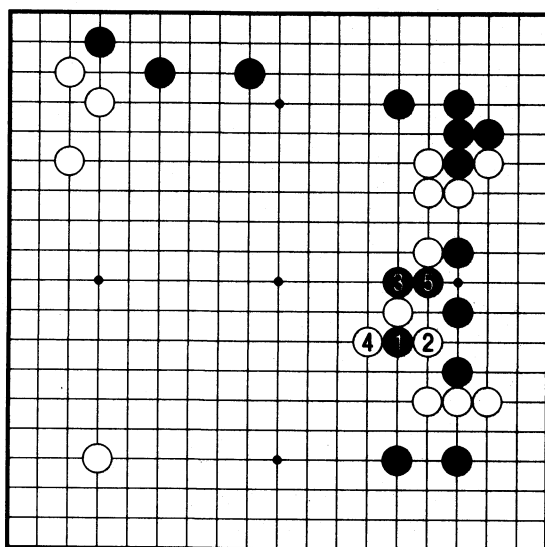
Dia 9. An aggressive move by Black

Against White 1, Black's two-space high pincer at 2 is an aggressive move. After the exchange of 3 for Black 4, White attacks the lone black stone on the right by capping with 5. Next —



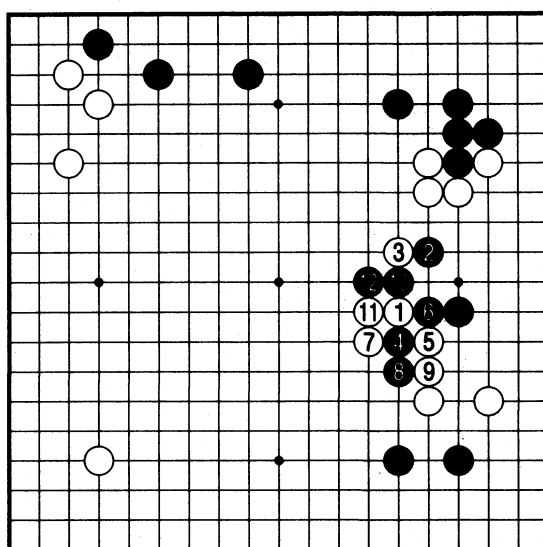
Dia 10. Unsatisfactory for White

After playing 1 and 3 in sente, Black's attachment at 5 is a good move. If White hanes at 6, Black's extension to 7 is also very good. Fighting this way is not good for White.



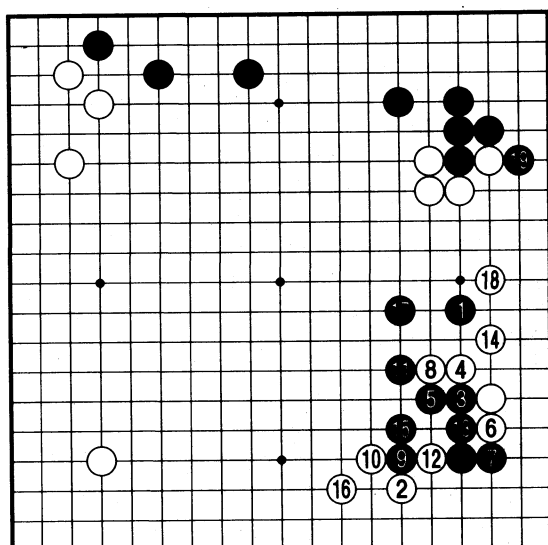
Dia 11. The correct move for White

Against Black's attachment at 1, White's hane from inside with 2 is the correct move. The sequence to Black 5 can be expected. This will result in a very difficult fight.



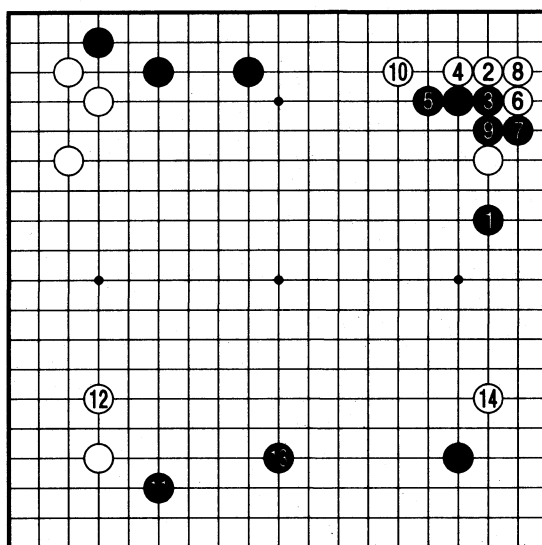
Dia 12. A variation for Black

Against White's cap at 1, the knight's move of Black 2 is also possible. The sequence to Black 12 is one possible variation. A very difficult middle-game fight is inevitable.



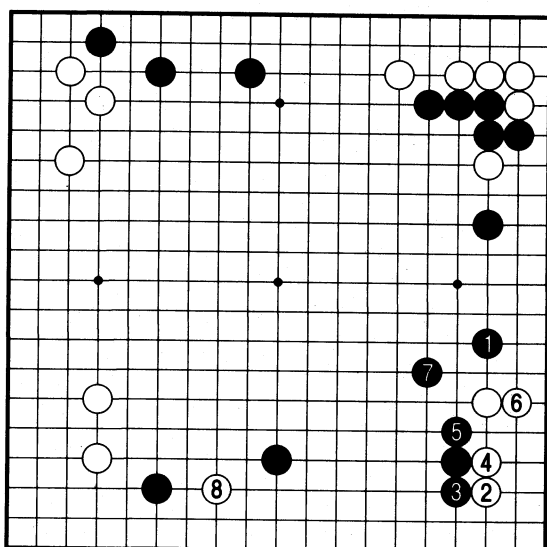
Dia 13. White's choice

After Black's pincer at 1, making a second approach with White 2 is another possible strategy. Next, the moves to Black 19 can be expected. This is an even result.



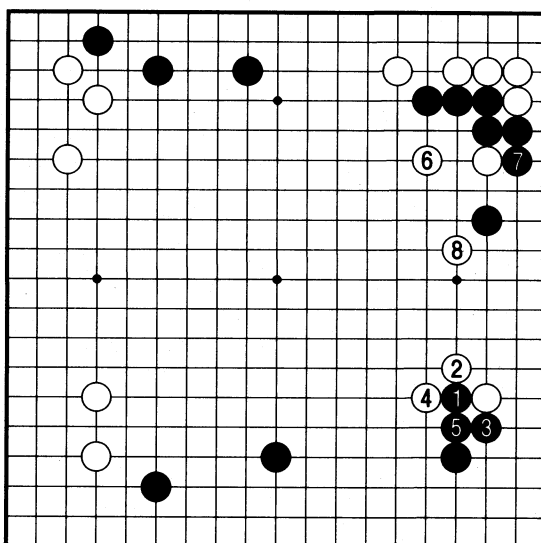
Dia 14. Black's pincer

The one-space pincer of Black 1 is also possible. White's invasion at 2 is the simplest response. The moves up to White 14 are a possible continuation. This opening is well balanced between territory and influence.



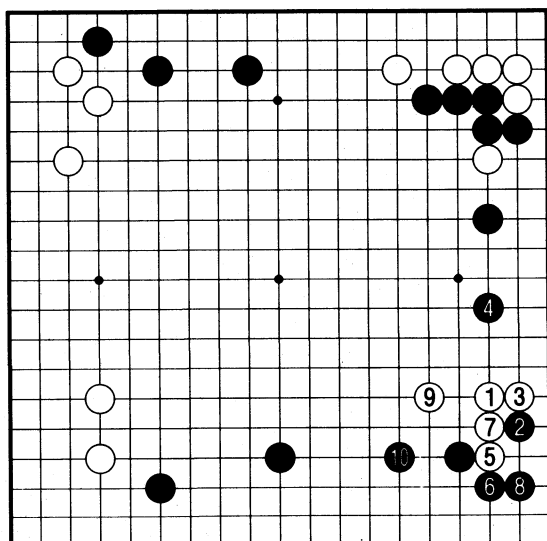
Dia 15. Unreasonable for Black

Continuing from *Dia. 14*, Black's pincer at 1 is questionable. White invades the corner and takes a sizable territory in sente. He then takes the biggest point on the board, the excellent invasion of 8. This result is not good for Black.



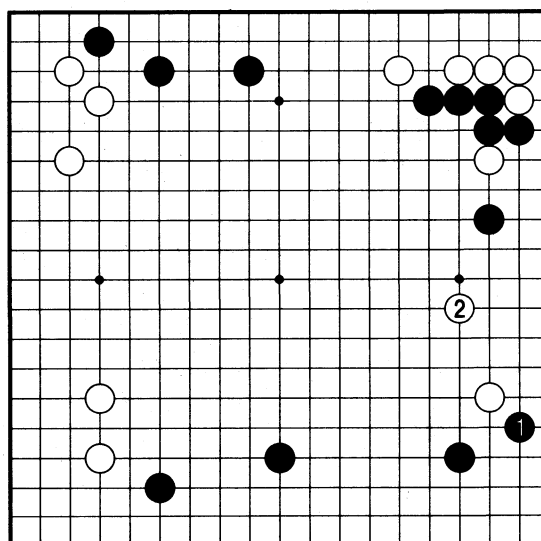
Dia 16. A possible choice

Black's attachment at 1 and block at 3 emphasize the corner territory. In this position it is reasonable for White to play lightly with 6 and 8.



Dia 17. A tactical move

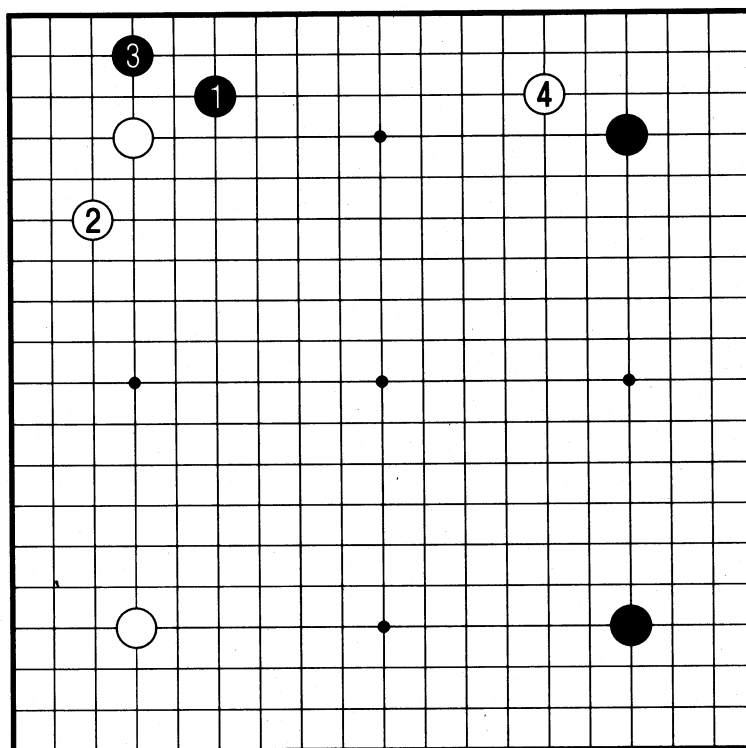
Against White 1, defending the corner with Black 2 is a tactical move. Answering White 3 with the extension of Black 4 is also a good move. Up to 10, Black has played on both sides. This result is good for him.



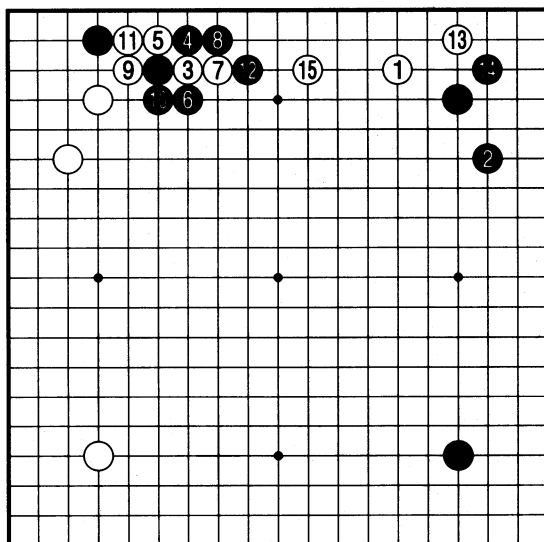
Dia 18. The correct move for White

White's extension to 2 is the correct answer to Black 1. This is a very difficult position to play for both sides.

Pattern 11. A Probe

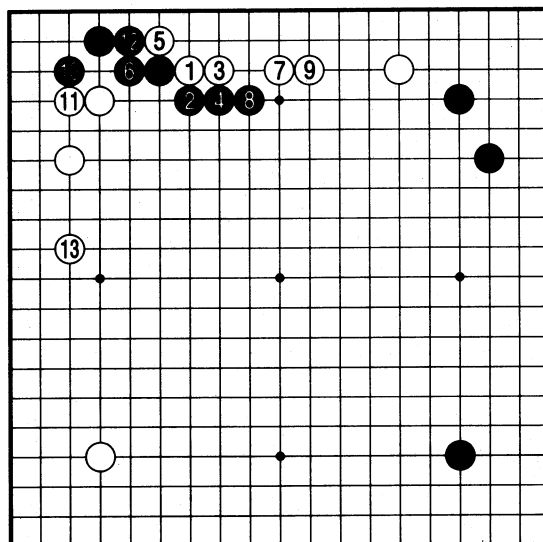


Black slides to 3, but White ignores it and approaches with 4. This move is a probe to see how Black will answer. Let's discuss the variations after White 4.



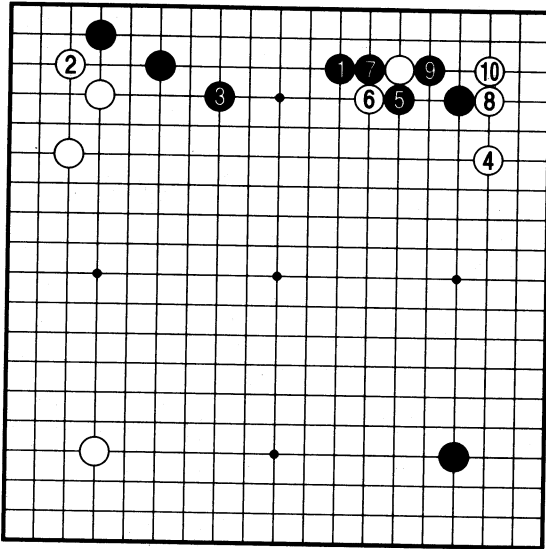
Dia 1. Active for White

Black 2 is a lukewarm response to White 1. White 3 is a powerful move and the sequence to 15 a very dynamic continuation for White. Later, White can take full advantage of the ladder at the top with a move on the right side.



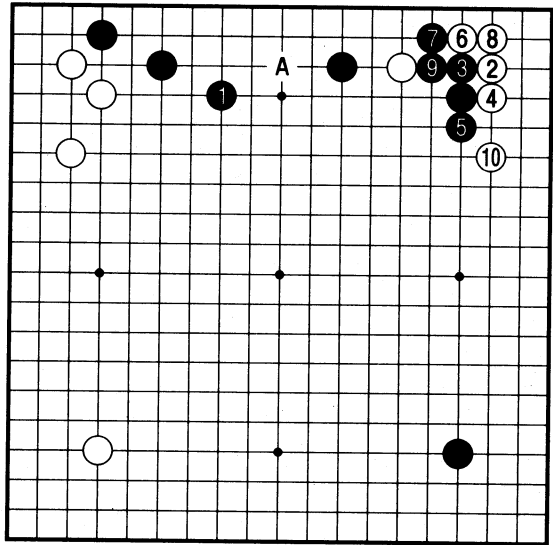
Dia 2. Efficient for White

If Black answers the attachment of White 1 with the hane of 2, White can extend to 3. The sequence to White 13 can be expected. This is also an efficient sequence for White.



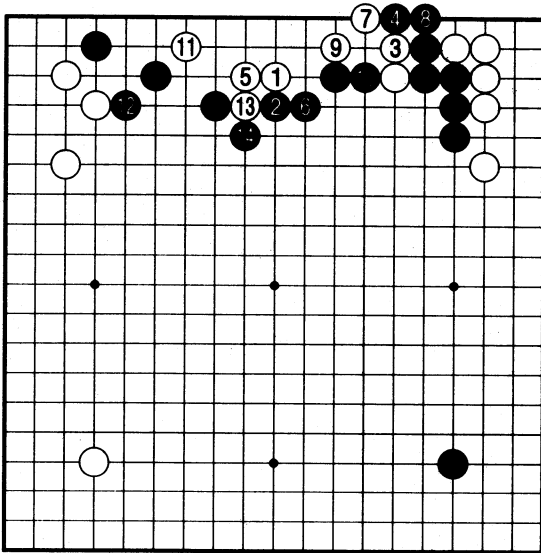
Dia 3. The correct response

Black's pincer at 1 is a natural move against White's approach (1 in *Dia. 1*). The sequence to White 10 is one possible continuation. This is an even result.



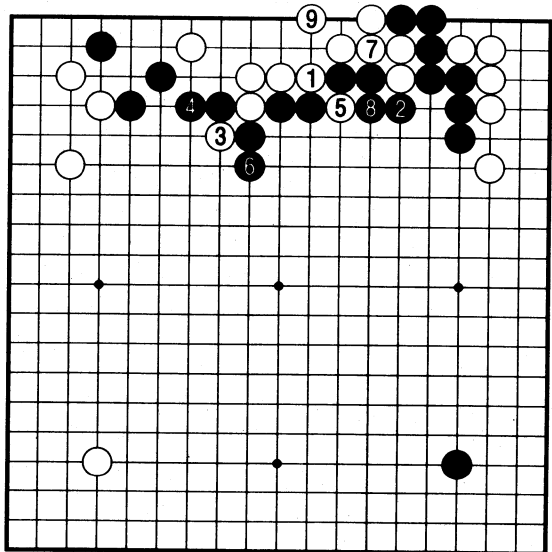
Dia 4. White's choice

After Black 1, White's invasion at 2 is also a possible way of playing. The sequence to White 10 is a basic joseki. White can later aim at an invasion at A. For example —



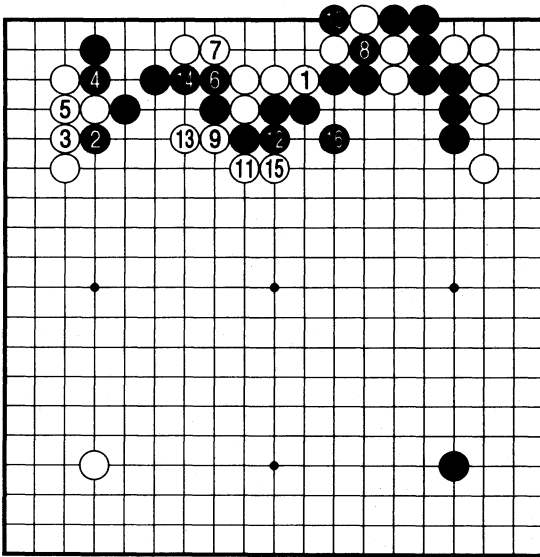
Dia 5. The invasion

Black has to be prepared for White's invasion at 1. The moves to Black 14 seem to be the best for both players. However —



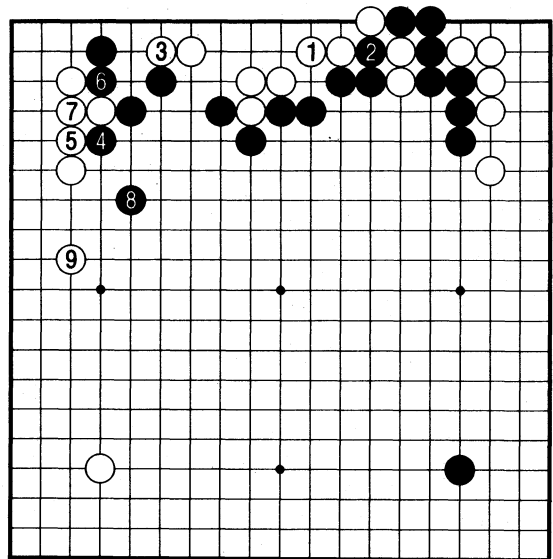
Dia 6. Satisfactory for White

White 1 is a questionable move, and Black's response at 2 is even worse. White can easily live at the top with the sequence to 9. This result is good for White, because Black's wall has defects.



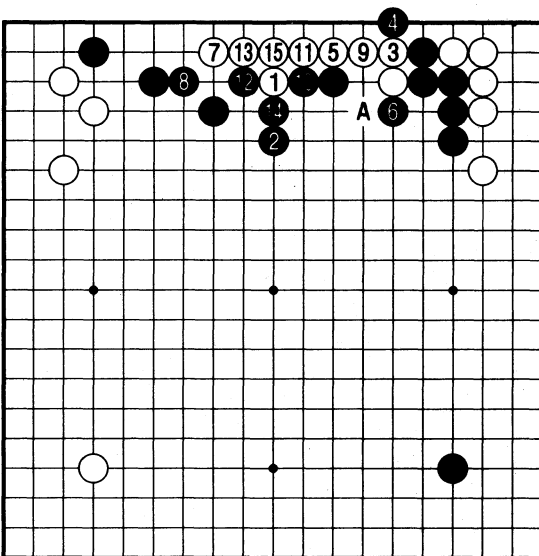
Dia 7. Correct response for Black

Against White 1, Black 2 and 4 are good forcing moves. Next, Black attacks the weak white stones at the top with 6 and 8. The result to Black 16 is disastrous for White.



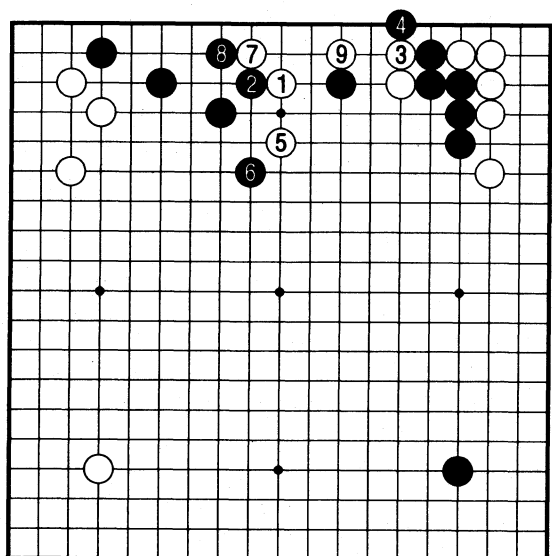
Dia 8. Satisfactory for Black

Instead of 1 in *Dia. 6*, White 1 here is the correct move. After Black cuts with 2, the moves to Black 9 are best for both sides. Black is a bit better than White, so the timing of this invasion is important.



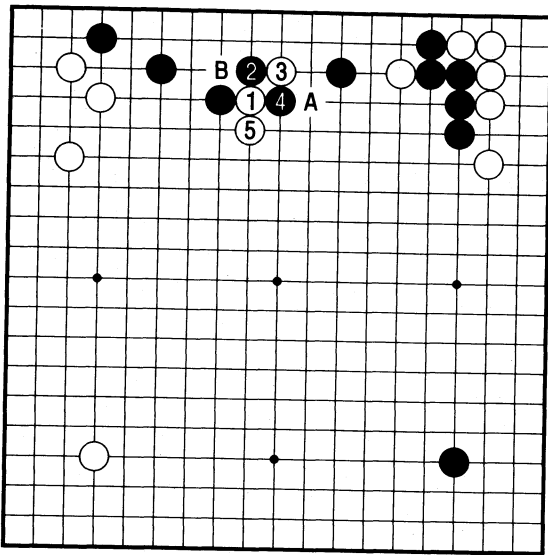
Dia 9. Black's weakness

Against White's invasion at 1, the knight's move of Black 2 is also possible. After White blocks with 3, the sequence to White 15 is one variation. However, Black's shape has a crucial defect at A. This result is good for White.



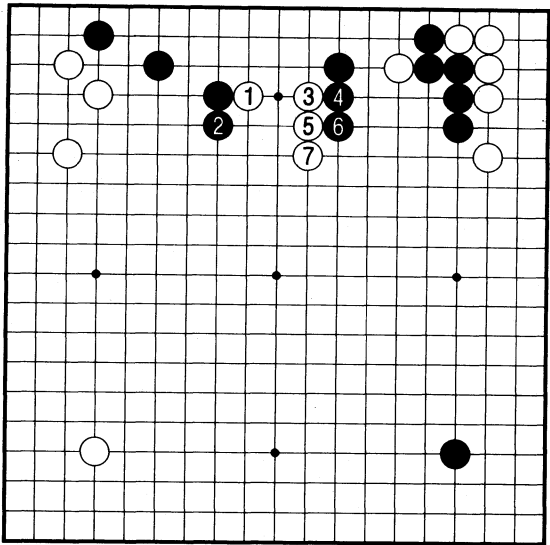
Dia 10. Flexible for White

Black's aggressive diagonal attachment at 2 is questionable. After White blocks with 3, White successfully makes sabaki with the sequence to 9. White's position here is quite flexible.



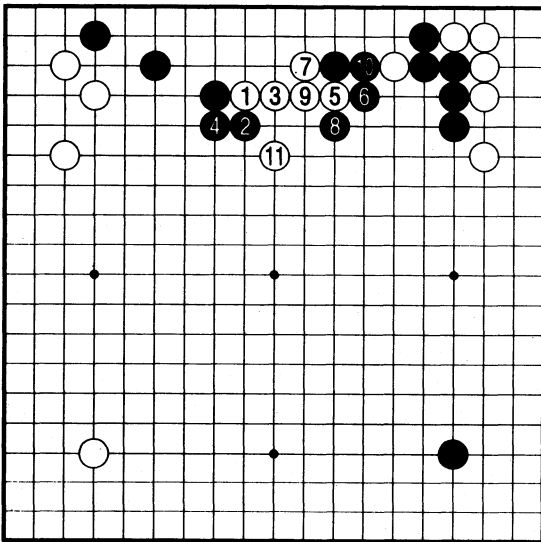
Dia 11. Variation for White

White's attachment at 1 is a good probe. If Black hanes with 2, White 3 is the correct response. After the exchange of Black 4 for White 5, the points A and B are miai. This result is satisfactory for White.



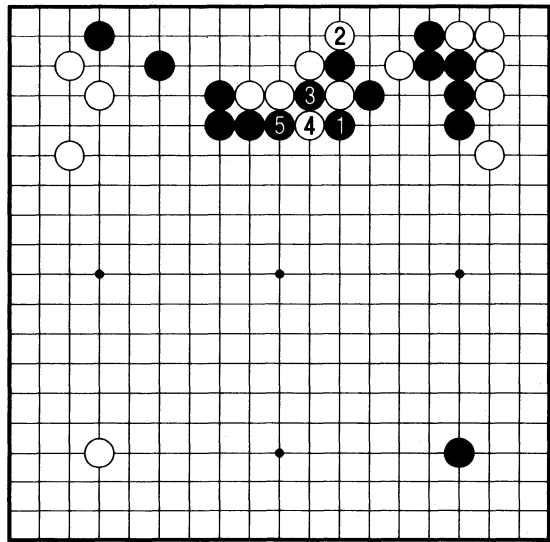
Dia 12. Satisfactory for White

If Black answers White 1 by extending to 2, White 3 is a good move. Black pushes with 4 and 6, and White moves out into the center with 5 and 7. This result is satisfactory for White.



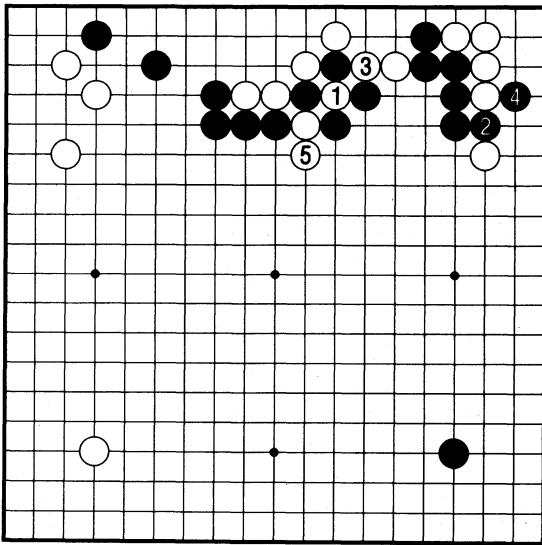
Dia 13. The correct answer for Black

Black's hane from above at 2 is the common-sense answer to White 1. The sequence to White 11 is natural. This is an even result.



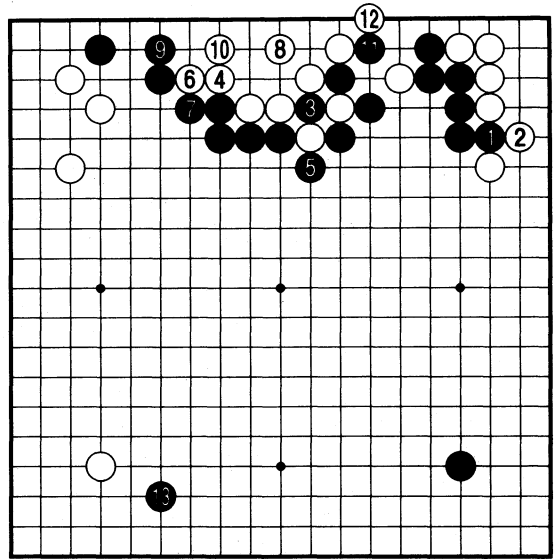
Dia 14. A powerful move by White

Against Black's atari at 1 (8 in *Dia. 13*), White's counteratari at 2 is a powerful move. If Black captures with 3, White ataries again with 4. After Black's cut at 5, a huge ko fight erupts.



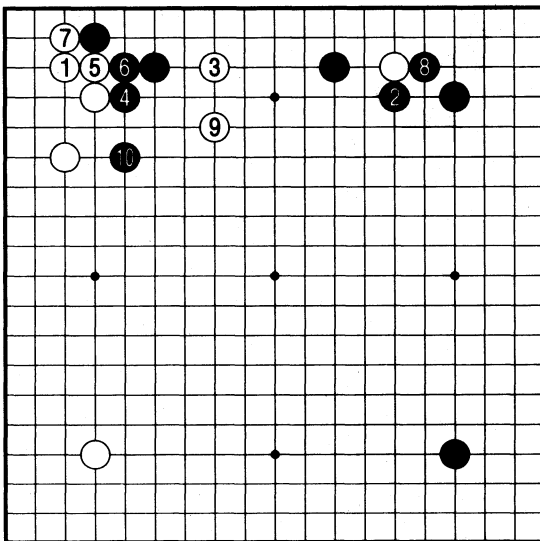
Dia 15. Good for White

Continuing from *Dia. 14*, White captures the ko with 1 and Black makes a ko threat with 2. The exchange to White 5 is inevitable. In this position, White's influence is better than Black's territory.



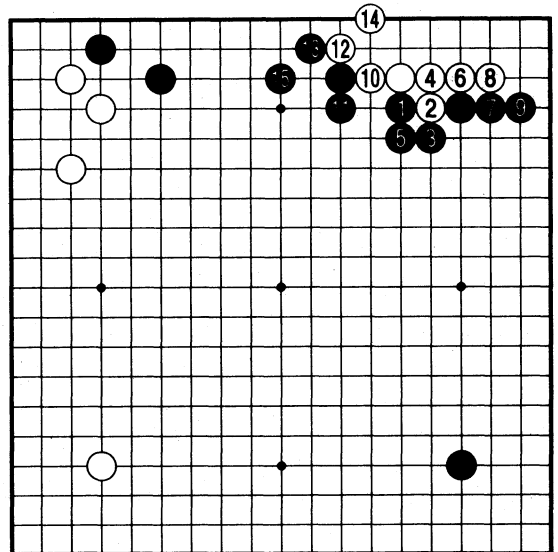
Dia 16. Disastrous for White

When Black makes the ko threat at 1, White's response at 2 is questionable. There is no real ko threat left after Black takes the ko with 3. White has to settle his group in gote with the sequence to 12, allowing Black to get overwhelming central influence. This result is disastrous for White.



Dia 17. Black's resistance

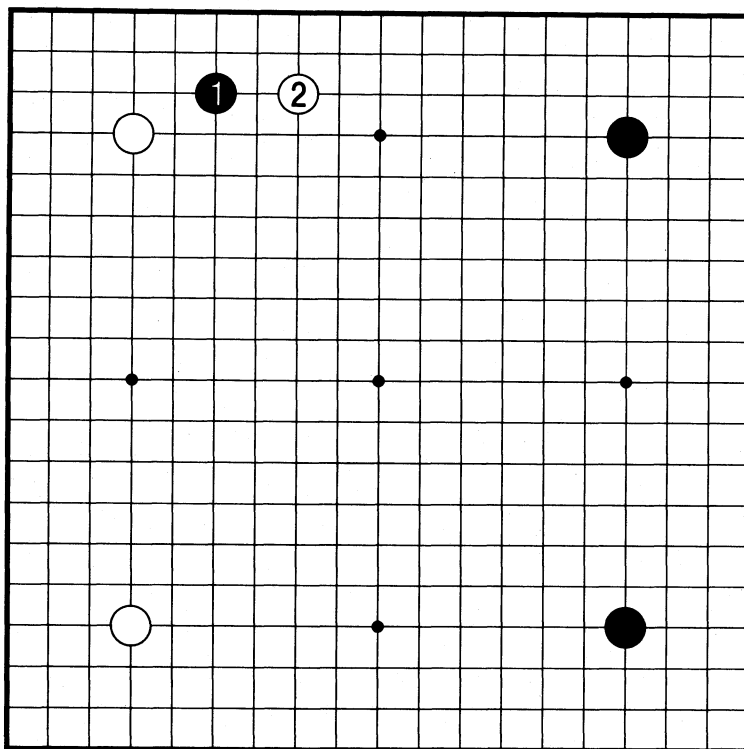
After White 1 (2 in *Dia. 3*), Black's attachment at 2 is another way of playing. White 3 is urgent, and the sequence to Black 10 is one possible variation. This is an even result.



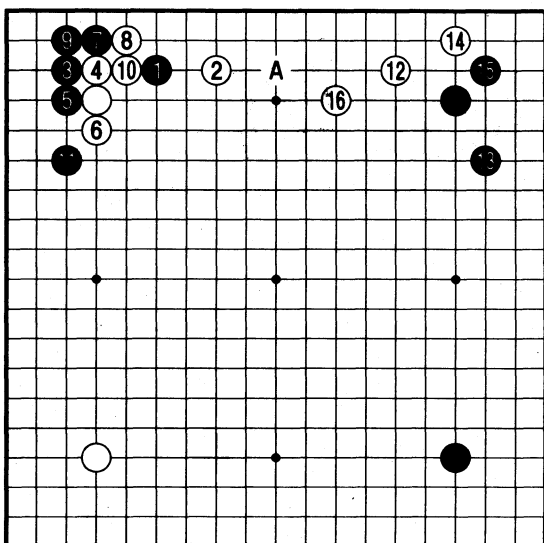
Dia 18. Black's thickness is outstanding.

In answer to Black's attachment at 1, White can also wedge in with 2. After the exchange of Black 3 for White 4, the moves to Black 15 are a natural continuation. Black ends with outstanding thickness.

Pattern 12. A Dynamic Pincer

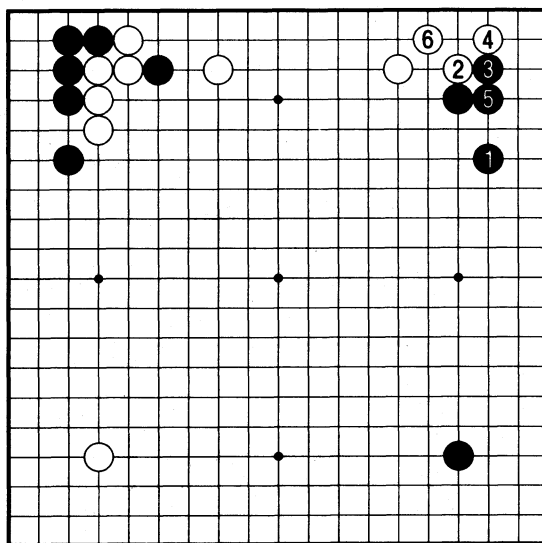


Against Black's approach at 1, White's one-space pincer at 2 aims to take the initiative. Another aim is to prevent Black from forming a large moyo. Let's study the variations after this pincer.



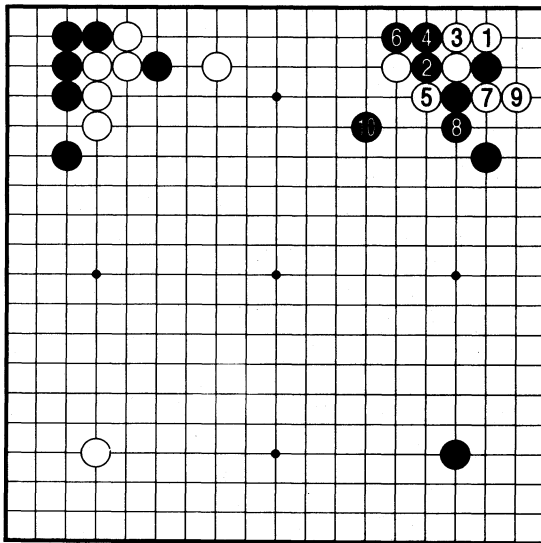
Dia 1. White's weakness

Against White's pincer at 2, invading the corner with Black 3 is a commonsense move. The sequence to Black 11 is a basic joseki. However, White 12 to 16, building up the top, are questionable moves. White will have to worry about an invasion at Black A.



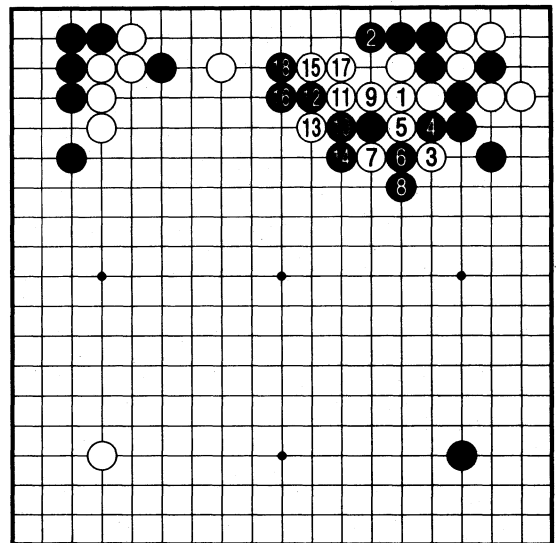
Dia 2. White's choice

Against Black 1, White's attachment at 2 and hane at 4 are the correct order of moves. White's diagonal connection of 6 is also good. Even though White's position is a bit low, it is playable. Unlike *Dia. 1*, it has no weakness.



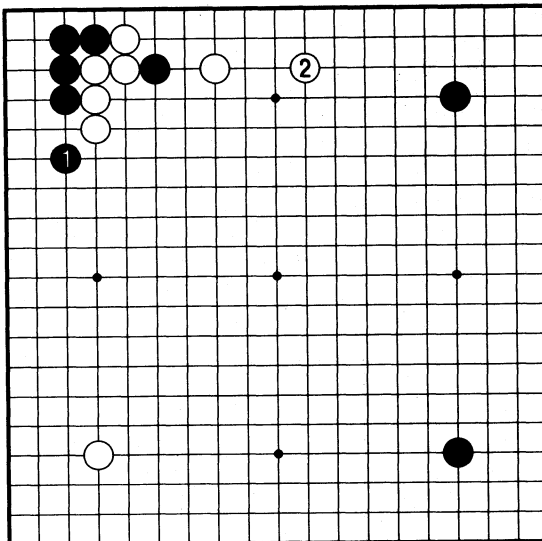
Dia 3. A variation for Black

Against the hane of White 1, Black's atari at 2 is a possible strategy for making influence. The moves to White 9 can be expected. Black 10 next is an excellent move. This is an even result. Next—



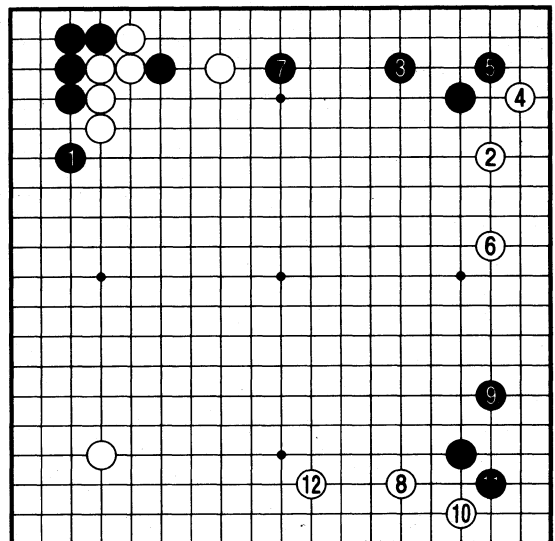
Dia 4. Unreasonable for White

White's connection at 1 is not successful. The quiet extension of Black 2 is an excellent move. Up to Black 18, White's group is dead.



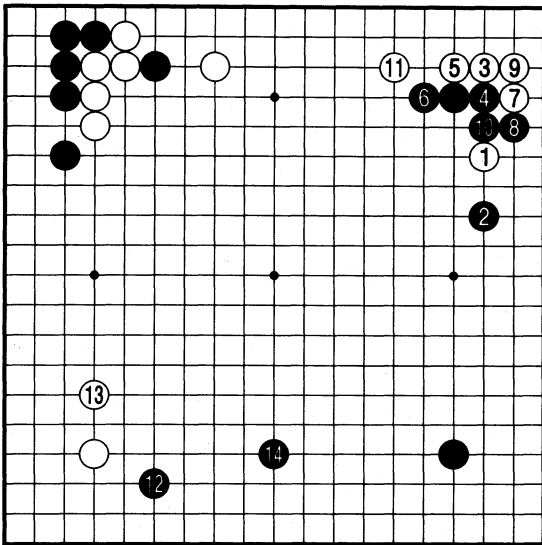
Dia 5. A solid extension

After Black 1, White's two-space extension to 3 is also possible. This is one of Yi Ch'ang-ho's favorite moves. The aim is to make the game long and close to take advantage of the large komi White is given nowadays.



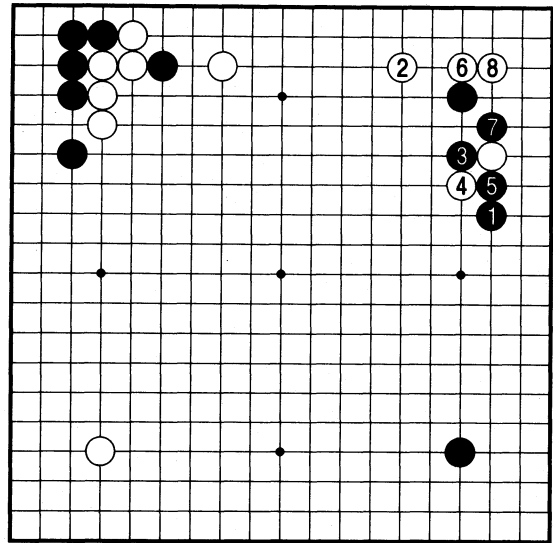
Dia 6. An alternative way

White's approach on the left with 2 is another way of playing. After the knight's move of Black 3, the sequence to White 12 is a common opening. This is an even result.



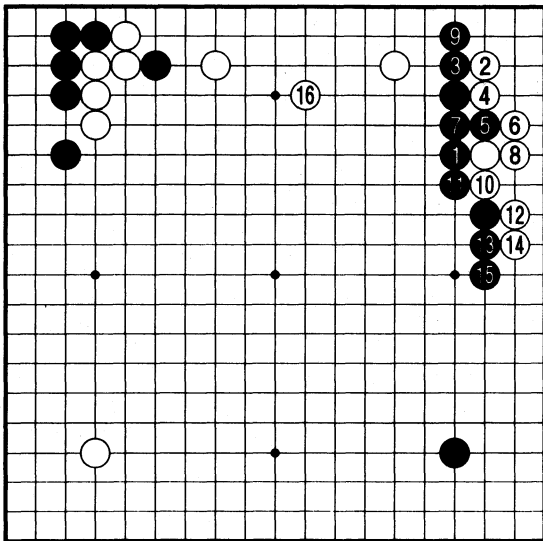
Dia 7. White's invasion questionable

Against White's approach at 1, Black's one-space pincer at 2 is also possible. However, White's invasion at 3 is questionable. After the sequence to 14, Black has a promising opening.



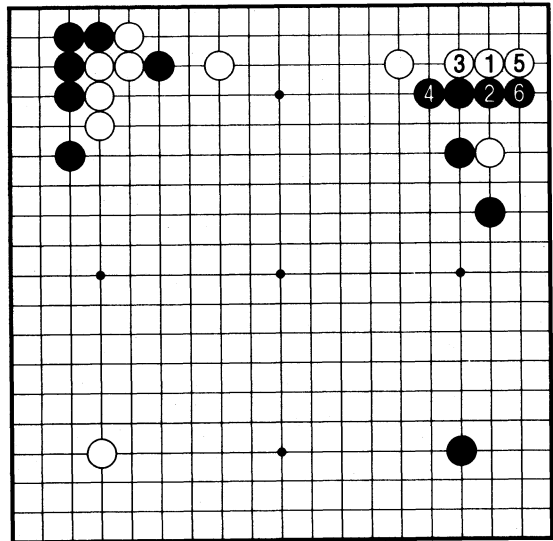
Dia 8. Variation for White

Against the pincer of Black 1, making a second approach with White 2 is the correct move. If Black next attaches with 3, White will hane with 4. The moves to White 8 can now be expected. This is an even result.



Dia 9. Satisfactory for White

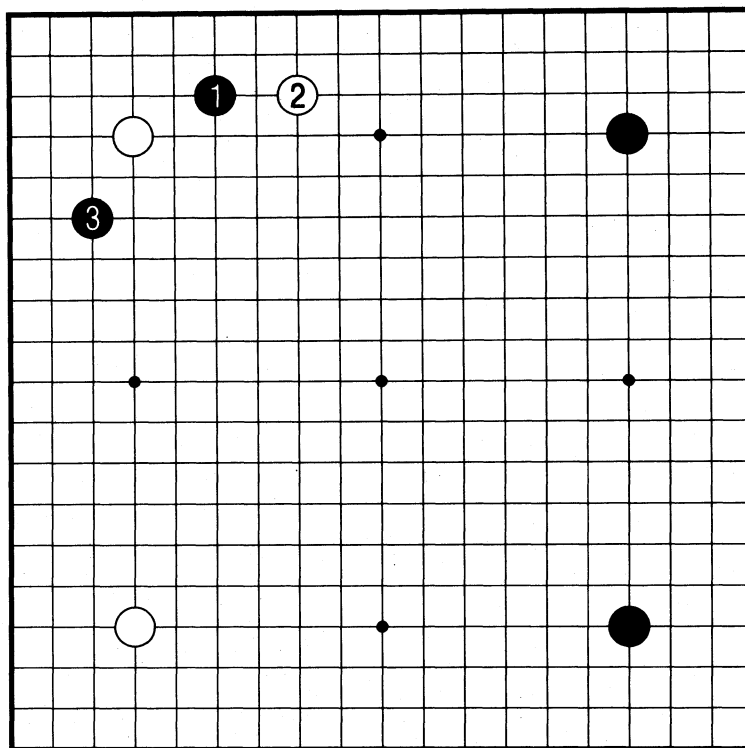
Against Black's attachment at 1, White can also invade the corner with 2. If Black blocks with 3, the sequence to White 16 is one possible way of playing. This result is not bad for White.



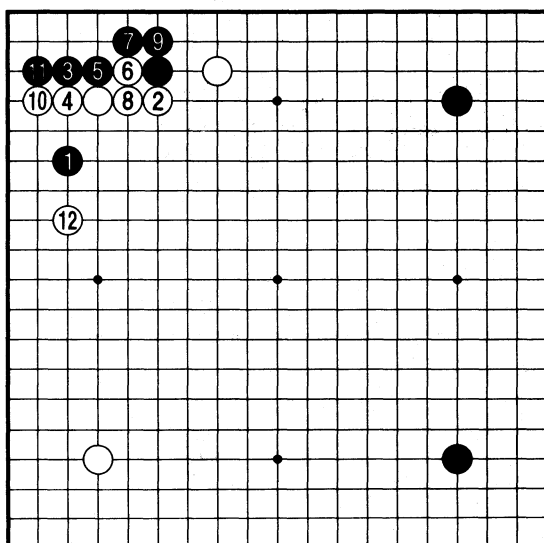
Dia 10. An even result

Against White's invasion at 1, blocking with Black 2 is the correct direction. White links up with 3. The result to Black 6 is even.

Pattern 13. A Dynamic Double Approach

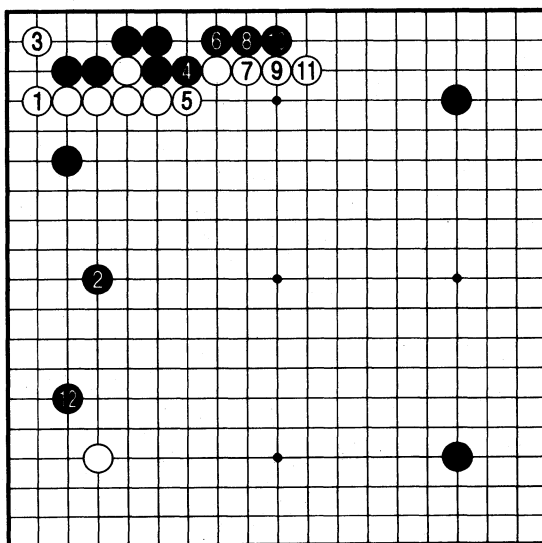


Against White's one-space pincer at 2, Black can also make a second approach at 3. This move aims to create complications. Let's study the variations that follow.



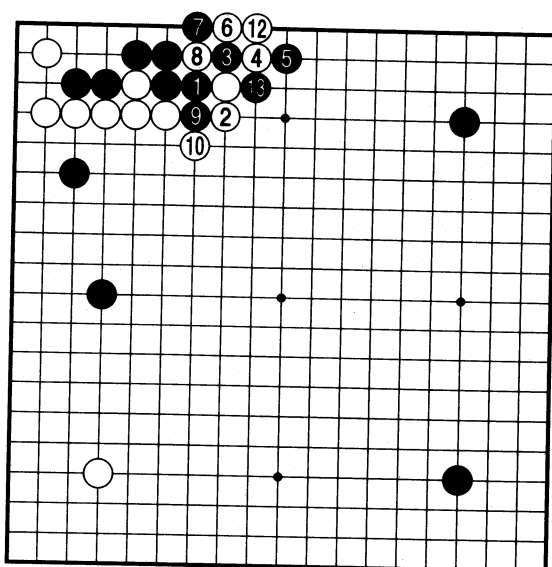
Dia 1. Joseki

Against Black 1, White's attachment at 2 is natural. After Black invades with 3, the sequence to White 12 is a basic joseki.



Dia 2. Black develops quickly

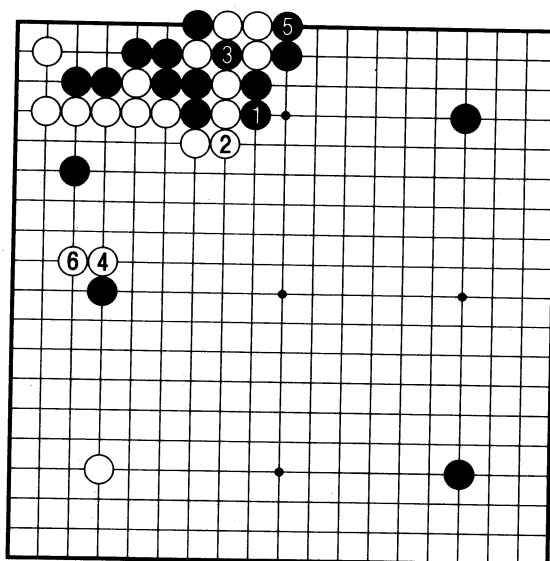
Against White 1 (10 in *Dia. 1*), Black can extend to 2. This move focuses on developing quickly. Next, the sequence to Black 12 is natural.



Dia 3. A strong response by White

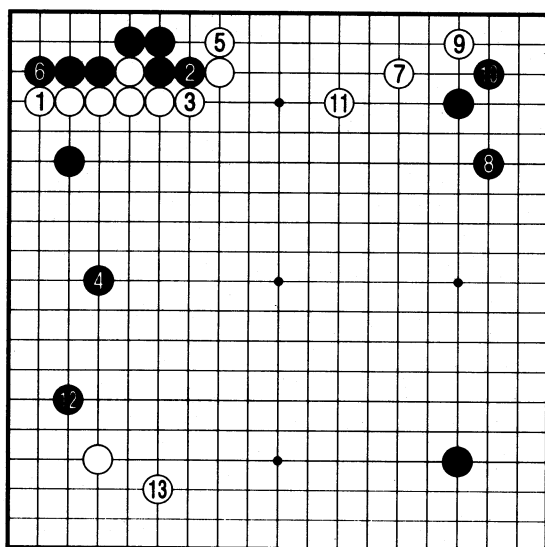
When Black bumps against the white stone with 1, White 2 is a strong response. After the exchange of Black 3 for White 4, Black's clamp at 5 is a tesuji. After White 14 —

(Black 11 takes the ko; White 14 takes the ko)



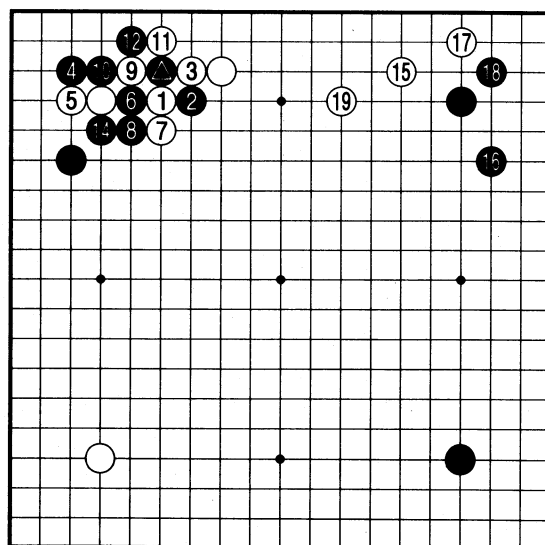
Dia 4. An even result

Black 1 is a good ko threat. White 2 is forced. The result to White 6 is even.



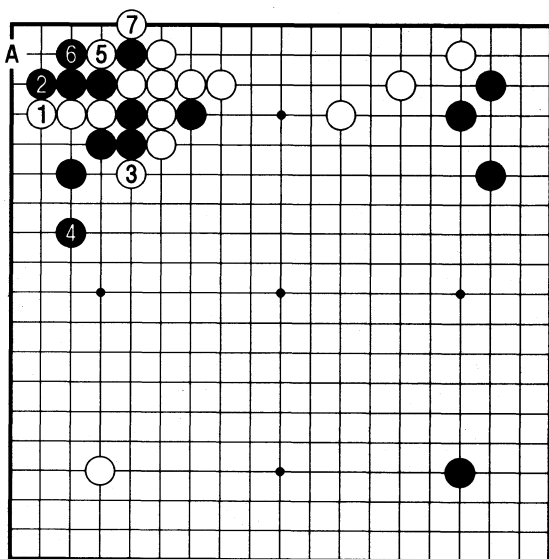
Dia 5. A variation for Black

After White 3, Black can extend to 4. Next, the exchange of White 5 for Black 6 is inevitable. The sequence to White 13 is natural. This is an even result.



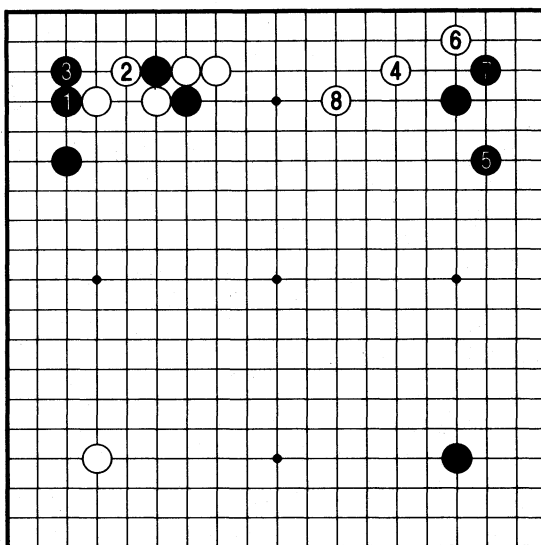
Dia 6. White is thick.

After the sequence from White 1 (2 in *Dia. 1*) to 3, Black's invasion at 4 is another strategy. However, the result to Black 14 is good for White. Next, the sequence to White 19 is natural and the top is now almost all White's territory. Next —
(White 13 connects at the marked stone.)



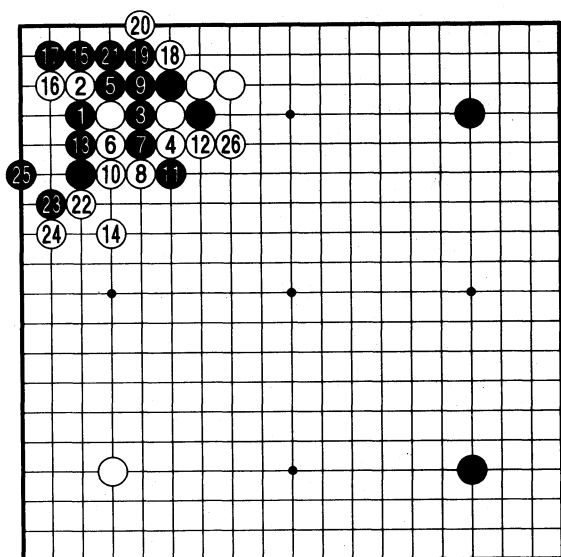
Dia 7. Continuation

White can take profit in sente by capturing a stone with 5 and 7. If Black ignores White 7, White's placement at A kills the black stones in the corner.



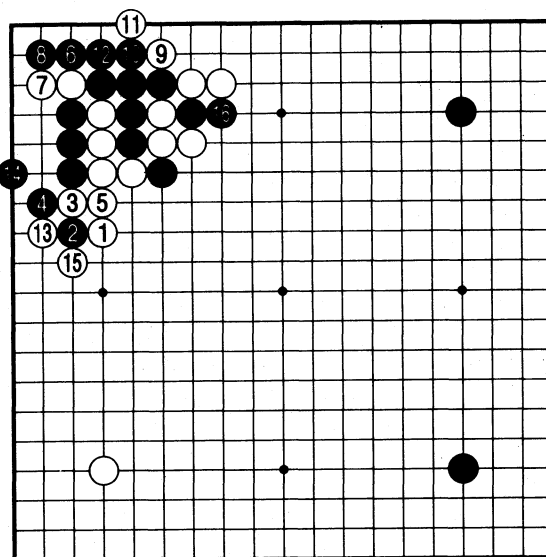
Dia 8. The normal sequence

Instead of invading at 3 (4 in *Dia. 6*), Black's attachment at 1 is a natural move. White 2 is a simple way to deal with this situation. The result to White 8 is even.



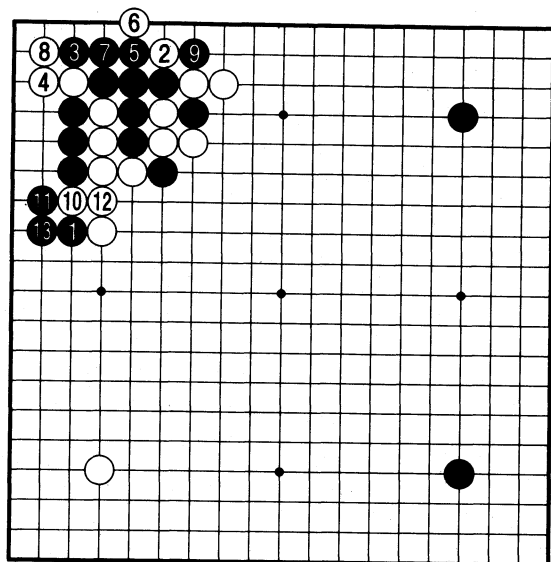
Dia 9. An aggressive way for White

Against Black's attachment at 1, the hane of White 2 is a powerful response. The sequence to White 26 is one possibility. White's thickness is better than Black's territory.



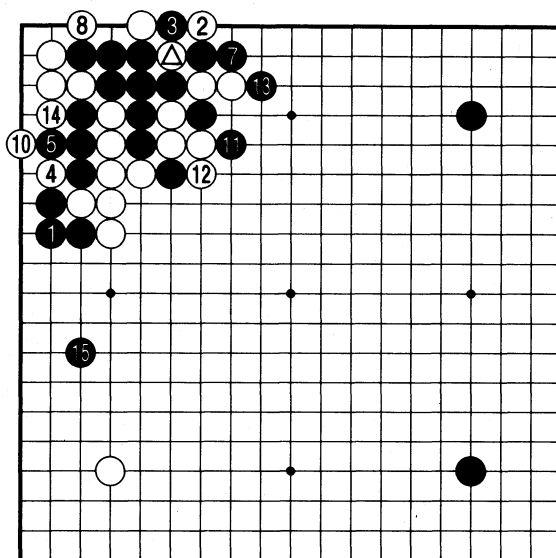
Dia 10. Strong resistance by Black

Against White's jump to 1 (14 in *Dia. 9*), the attachment of White 2 is a good probe. If White wedges in with 3 and connects with 5, the sequence to Black 16 is one possible variation. However, this is an unreasonable fight for White.



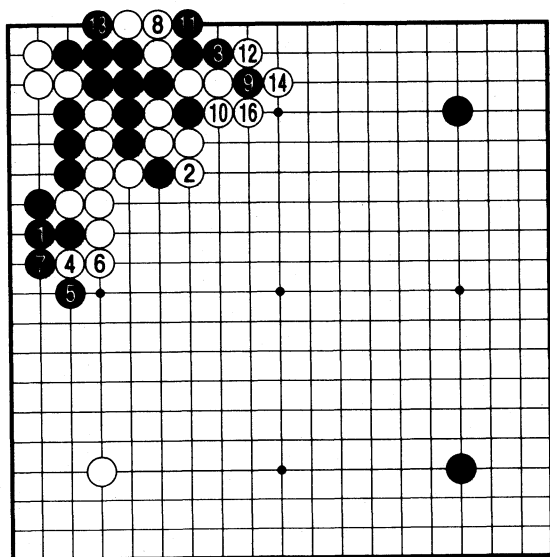
Dia 11. The best way for White

Against Black's attachment at 1, the hane of White 2 is the correct move. Next, the sequence to White 12 is the correct order of moves. Against White 12, if Black connects at 13 —



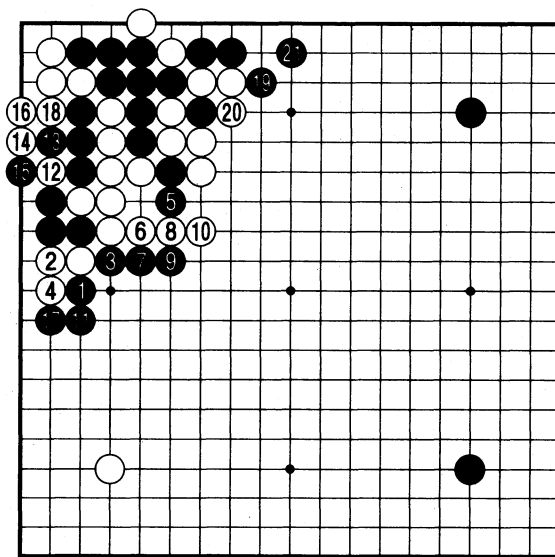
Dia 12. Satisfactory for Black

It is not good for White to start a ko immediately with 2. After taking the ko, the sequence to Black 15 can be expected. However, this result is satisfactory for Black because he has played on both sides. (White plays 6 at the marked stone; Black plays 9 at 3.)



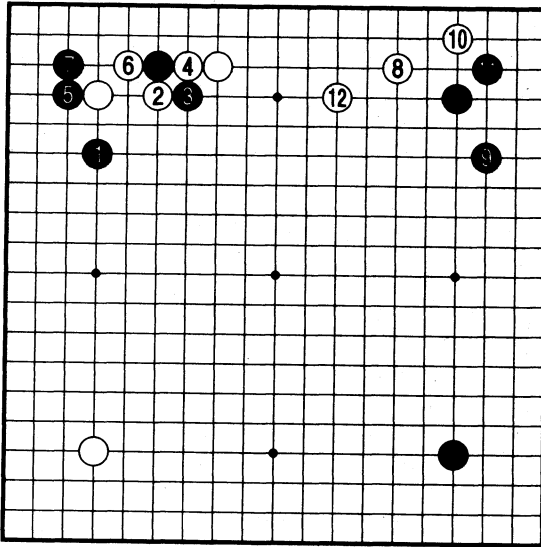
Dia 13. The correct response for White

Against the connection of Black 1, White's atari at 2 is the best response. The sequence to White 16 is natural. However, this result is slightly better for Black.



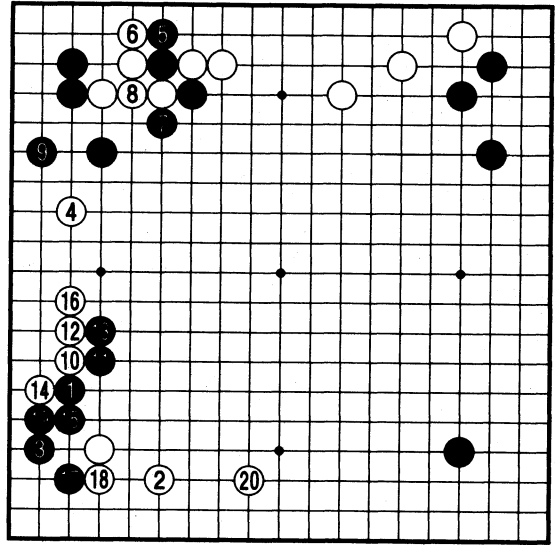
Dia 14. An unreasonable move

Against the clamp of Black 1 (5 in *Dia. 13*), White 2 is an overplay. After the cut of 3 and the probe at 5, the sequence to Black 21 is a possible variation. This result is slightly better for Black.



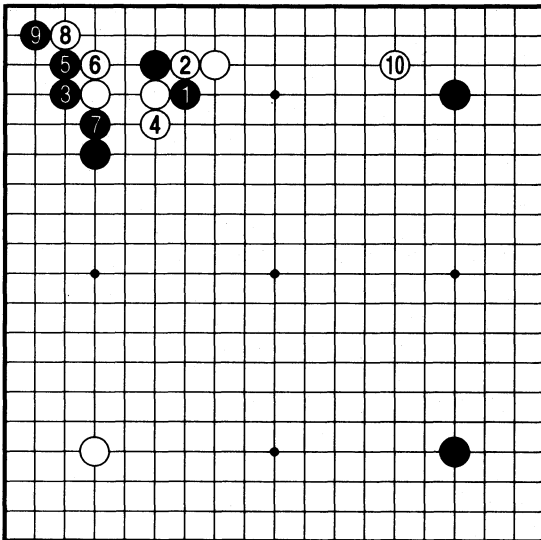
Dia 15. Avoiding complications

If Black wants to avoid complications, the one-space high approach of 1 is a good move. After the exchange of the hane of Black 3 for the cut of White 4, Black's attachment at 5 is the natural move. White 6 next is forced. The sequence to White 12 is one possible variation.



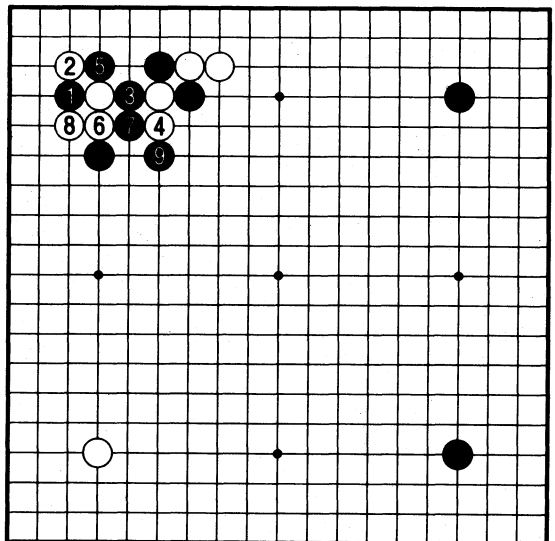
Dia 16. Continuation

Continuing from *Dia. 15*, Black can approach with 1. After the exchange of White 2 for Black 3, White's checking extension to 4 is a forcing move. After the exchange of Black 5 to White 8, Black 9 is forced. The sequence to White 20 can be expected. This is an even result.



Dia 17. A variation for White

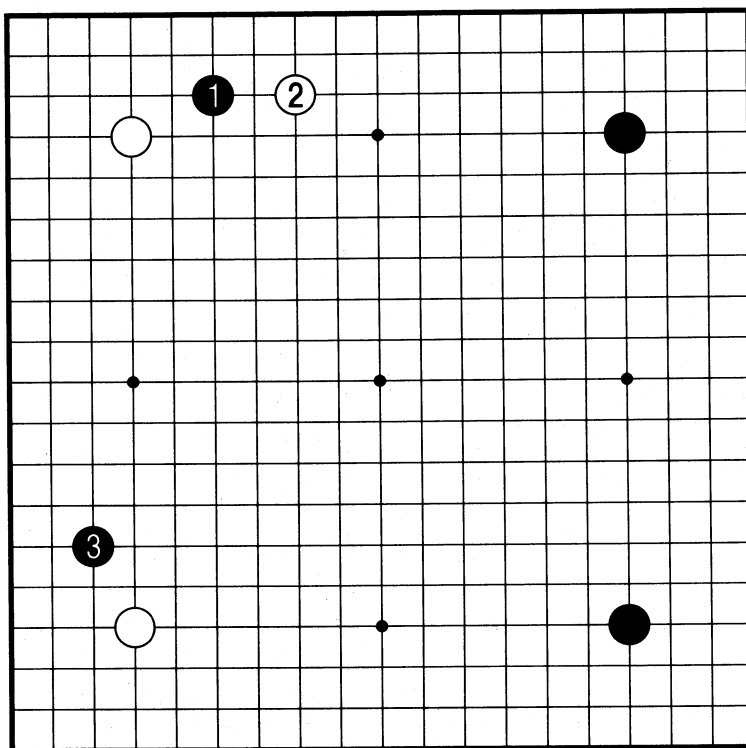
After the sequence to Black 3, White's extension to 4 is also possible. This move focuses on thickness. The sequence to White 10 is one way of playing. However, Black's corner territory is not small.



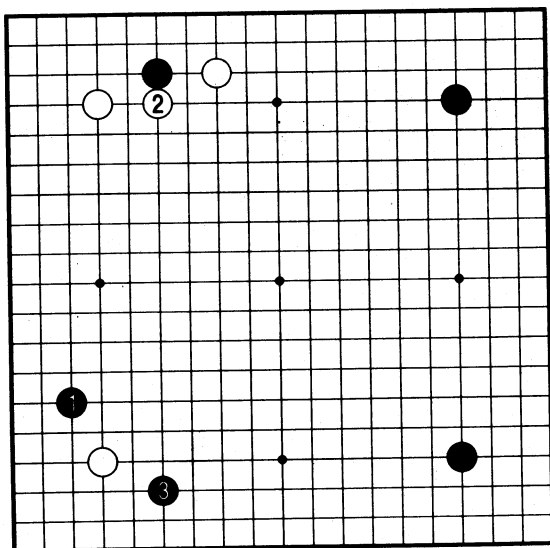
Dia 18. White is in trouble.

Against Black's attachment at 1, White's hane at 2 is the wrong move. The sequence to Black 9 is inevitable. White is in trouble, since he has to look after with two defective groups. This result is disastrous for White.

Pattern 14. A Tactical Approach

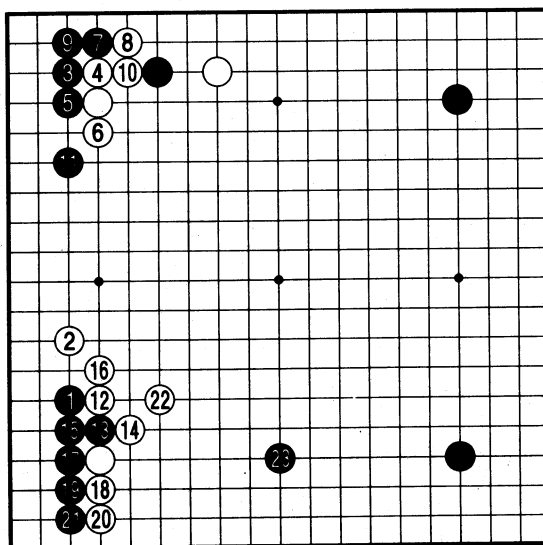


After the exchange of Black 1 for White 2, Black's approach at 3 is another way of playing. This move stresses speed in development. Let's study the variations after Black 3.



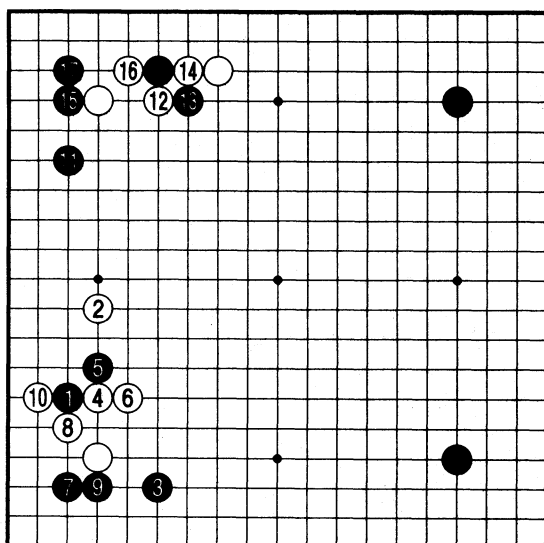
Dia 1. Good for Black

If White responds to Black's approach at 1 by attaching at 2, Black will make a second approach with 3, which is very painful for White. This result is good for Black.



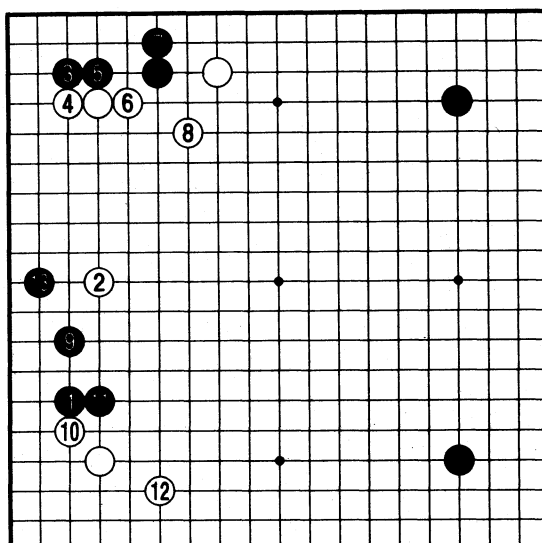
Dia 2. Black develops quickly

Against Black 1, the one-space pincer of White 2 is natural. Black's invasion at 3 can also be expected, and the sequence to Black 11 is a basic joseki. Next, Black answers White's attachment at 12 by wedging in at 13. This is a natural move. With the sequence to 23, Black is developing quickly.



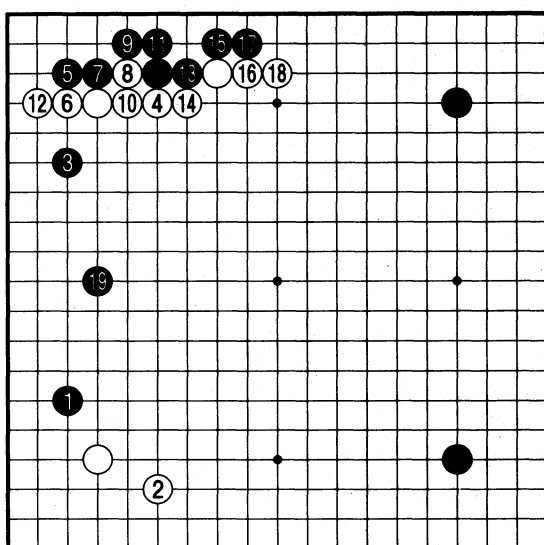
Dia 3. Efficient for Black

If White pincers with 2, Black's second approach at 3 is a good move. Against White's attachment at 4, the hane of 5 is a good response, and Black takes the corner with 7 and 9 in sente. The sequence to Black 17 is a basic joseki, but this result favors Black because he is developing more quickly.



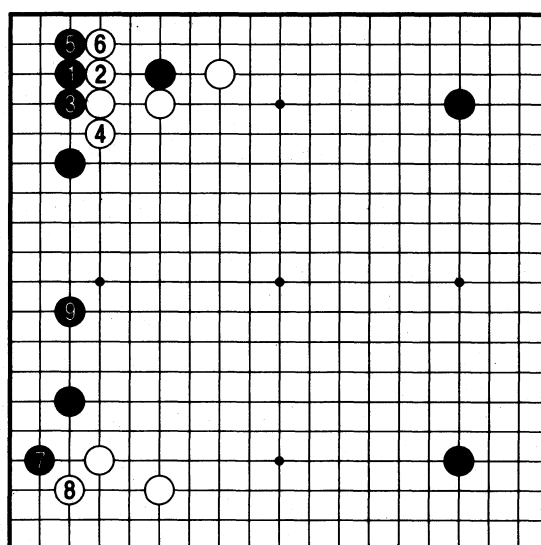
Dia 4. Satisfactory for Black

Against Black's approach at 1, if White makes a wider pincer with 2, Black's corner invasion at 3 leads to a satisfactory position. Blocking with White 4 is the usual response. The result to 13 is favorable for Black.



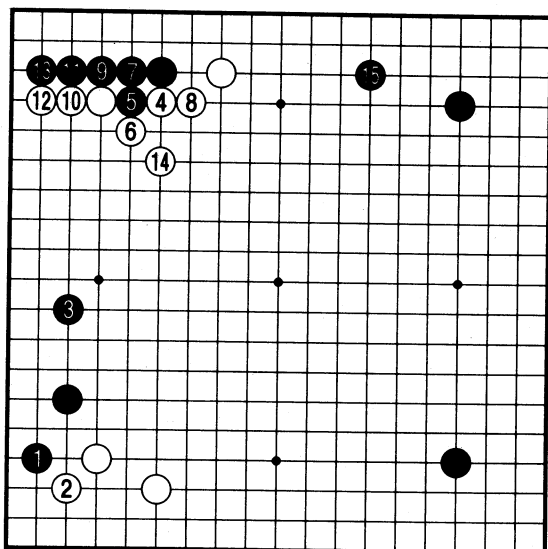
Dia 5. Satisfactory for Black

White 2 is a normal response to Black's approach at 1. Black's second approach at 3 is related to his move at 1. If White attaches at 4, Black invades the corner with 5, and the sequence to White 18 is also a basic joseki. Next, Black makes an excellent extension to 19. Black's quick development is striking.



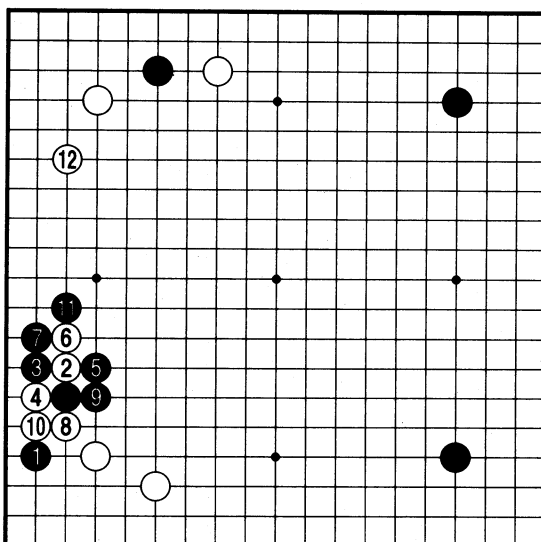
Dia 6. The correct response for White

Against the invasion of Black 1, White 2 is the correct direction. The moves to Black 9 can be expected, and Black still has the initiative. This is an even result.



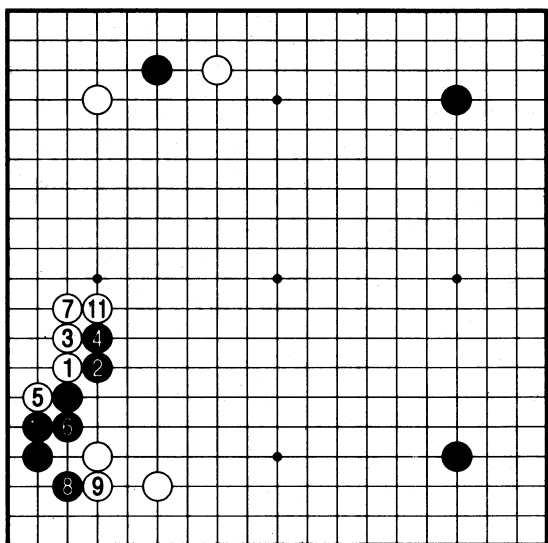
Dia 7. Black's choice

Instead of making a second approach with 3 in *Dia 5*, Black 1 is another idea. After the exchange of White 2 for Black 3, White's attachment at 4 can be expected. Up to 15, Black is developing more quickly than White.



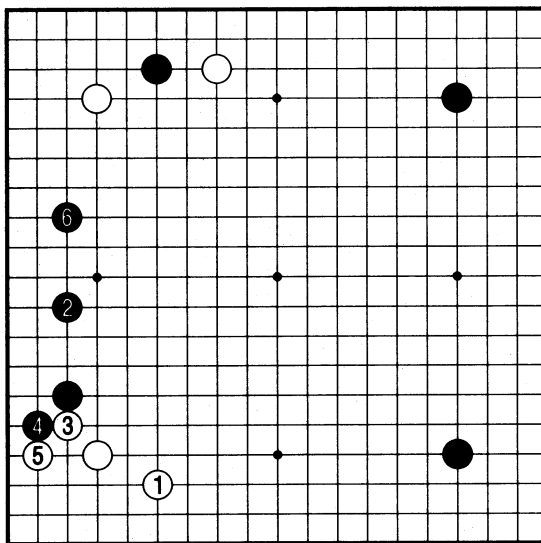
Dia 8. White's resistance

Against Black 1, White's attachment at 2 is standard in this position. White 4 is a good response to Black 3. The sequence to Black 11 is a basic joseki. Next, White can make the urgent move of 12. This time White is developing more quickly than Black.



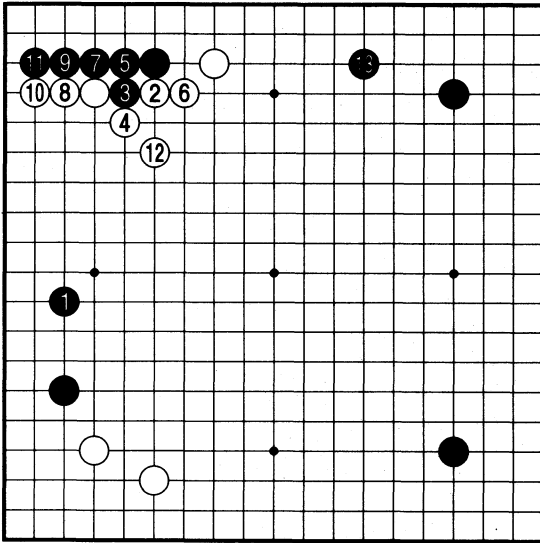
Dia 9. Enough for White

Against the attachment of White 1, Black's hane at 2 is a common response. The sequence to White 11 is natural. Considering the whole board, White's turn at 11 is an excellent move. This result is good for White.



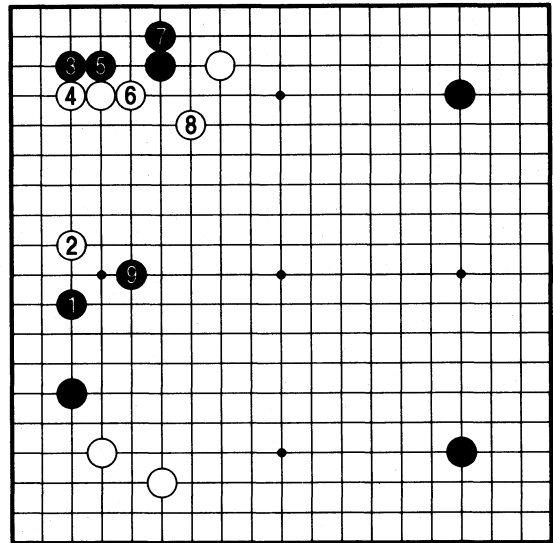
Dia 10. The correct move for Black

Black's two-space extension to 2 is the correct move in this position. Against the diagonal attachment of White 3, Black exchanges 4 for White 5, then extends again to 6. This is a good move. White will now have difficulty in dealing with the situation in the upper right corner.



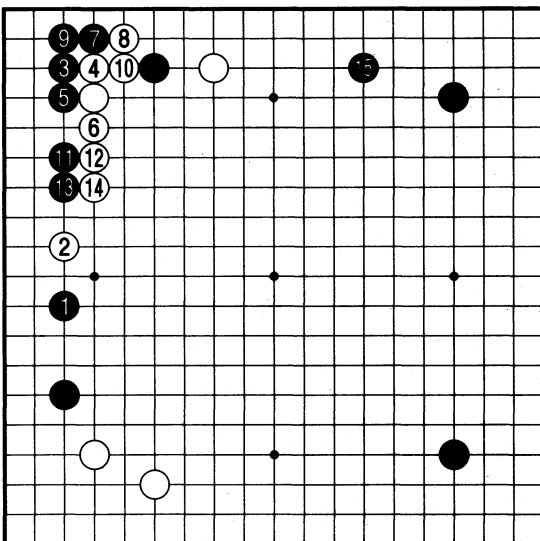
Dia 11. A variation for White

Against Black 1, White's attachment at 2 seems to be a good move. However, Black's wedge-in at 3 is an excellent response. With the sequence to White 12, White has made influence on the outside, but this influence is limited by Black 1. Black next plays at 13 and he has a good result.



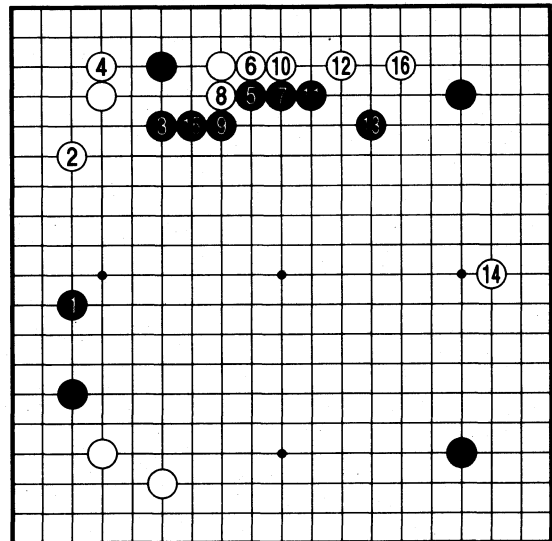
Dia 12. Satisfactory for Black

If White makes a checking extension to 2, Black's corner invasion at 3 is an excellent move. The sequence to White 8 is inevitable. Next, Black can take the largest point with 9. This result is good for Black.



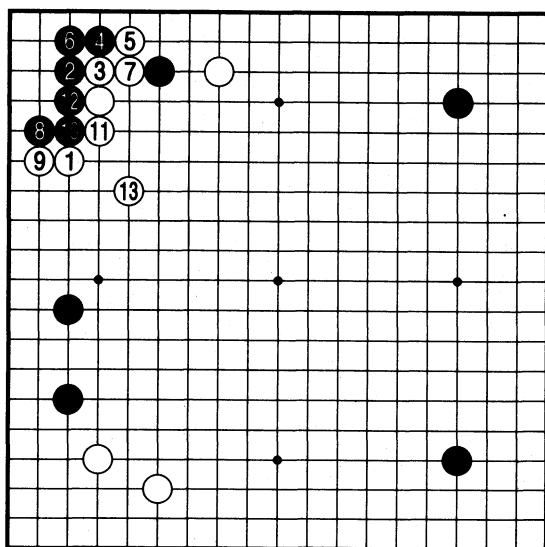
Dia 13. Favorable for Black

Against Black's invasion at 3, if White blocks on the other side with 4, Black can take the corner territory in sente with the sequence to 13. After White blocks with 14, Black 15 is an excellent move. This result is also favorable for Black.



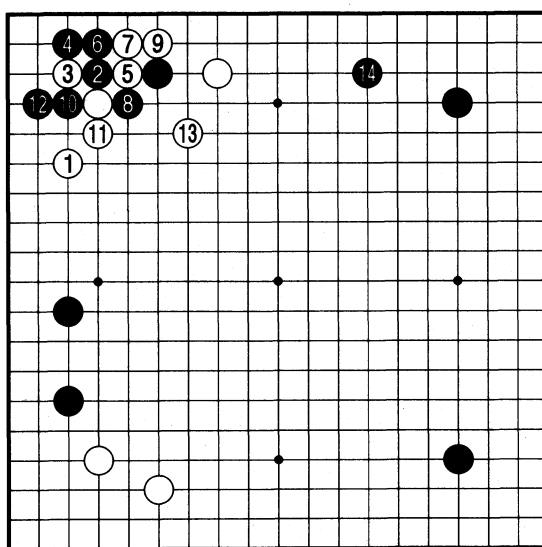
Dia 14. The correct move for White

The knight's move of White 2 is the correct response to Black 1. Answering Black's jump to 3 with White 4 is a good move. The sequence to White 16 is a basic joseki. However, in this position the result is good for White, because White 14 nullifies Black's influence.



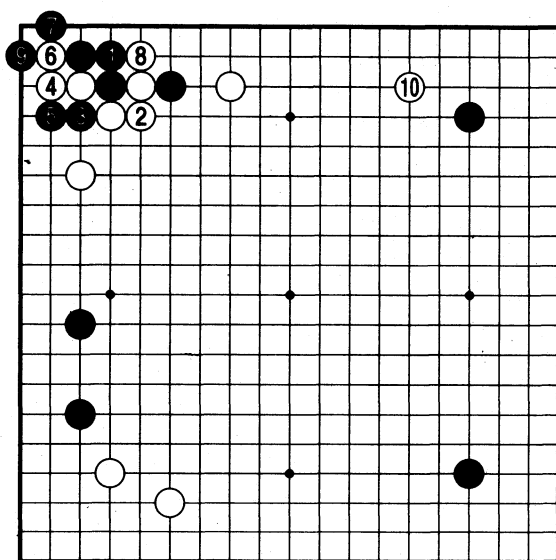
Dia 15. Thick for White

The corner invasion of Black 2 is premature. The sequence to White 13 is a basic joseki. However, White's thickness is superior to Black's territory.



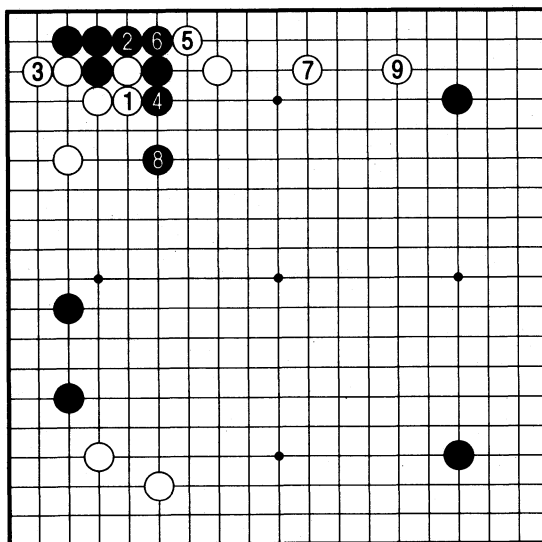
Dia 16. A variation for Black

Against White 1, Black's attachment at 2 is another way of playing. Black 4 is a typical tesuji. However, answering Black 6 with White 7 is questionable. With the sequence to 14, Black is developing more quickly than White.



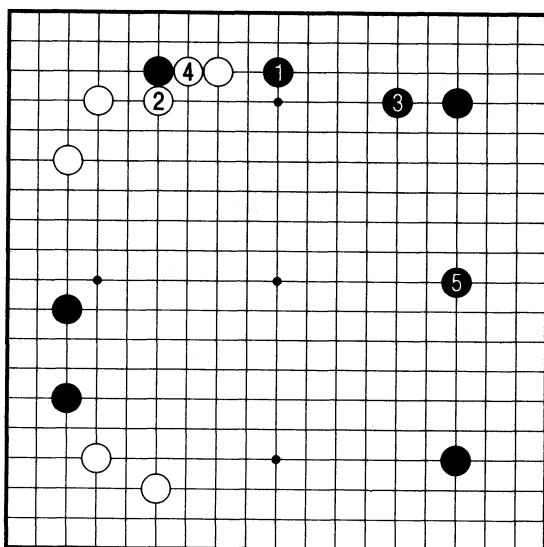
Dia 17. The correct move for White

Against Black 1, White's connection at 2 is the correct move. After the sequence to Black 9, the approach of White 10 is an excellent move. This is a good result for White.



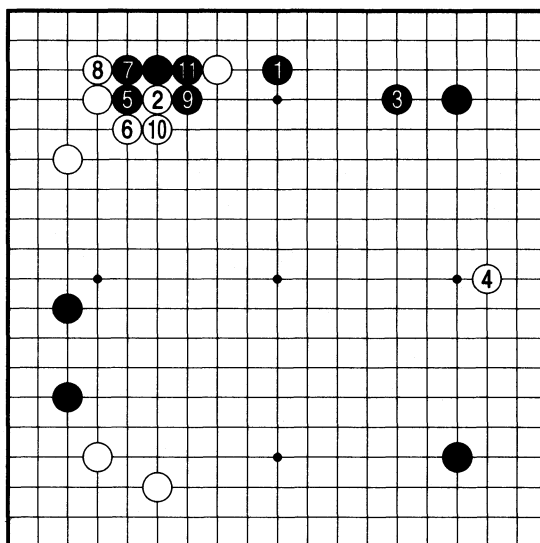
Dia 18. Enough for White

After the exchange of White 1 for Black 2, the calm descent of White 3 is good move. The sequence to White 9 can now be expected. This result is also good for White, because Black's stones at the top are not yet completely settled.



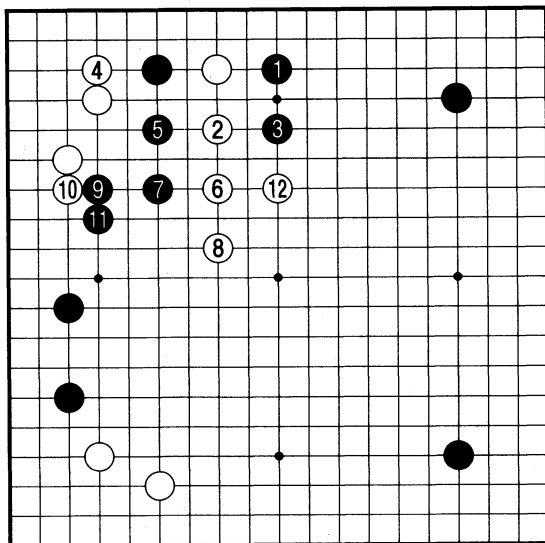
Dia 19. A variation for Black

Declining to start operations in the corner and making a checking extension to Black 1 instead is a tactical maneuver. Responding to White 2 and 4 with Black 3 and 5 is a good strategy. Black is developing more quickly than White.



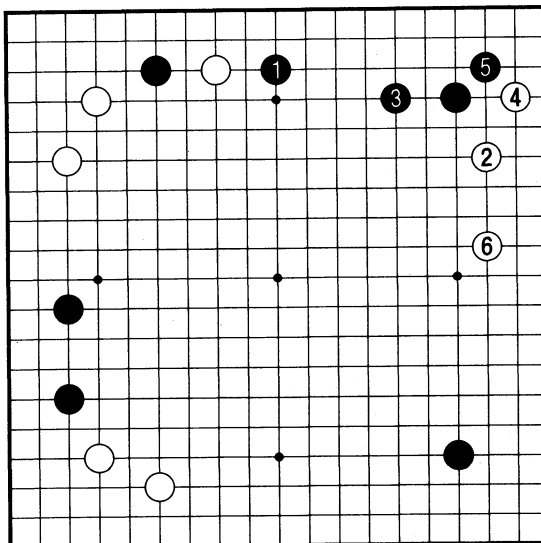
Dia 20. Good for Black

Instead of White 4 in *Dia. 19*, if White breaks up Black's position on the right side with 4, Black's wedge-in at 5 is possible. The sequence to White 10 is now inevitable. The result to 11 is good for Black.



Dia 21. The correct move for White

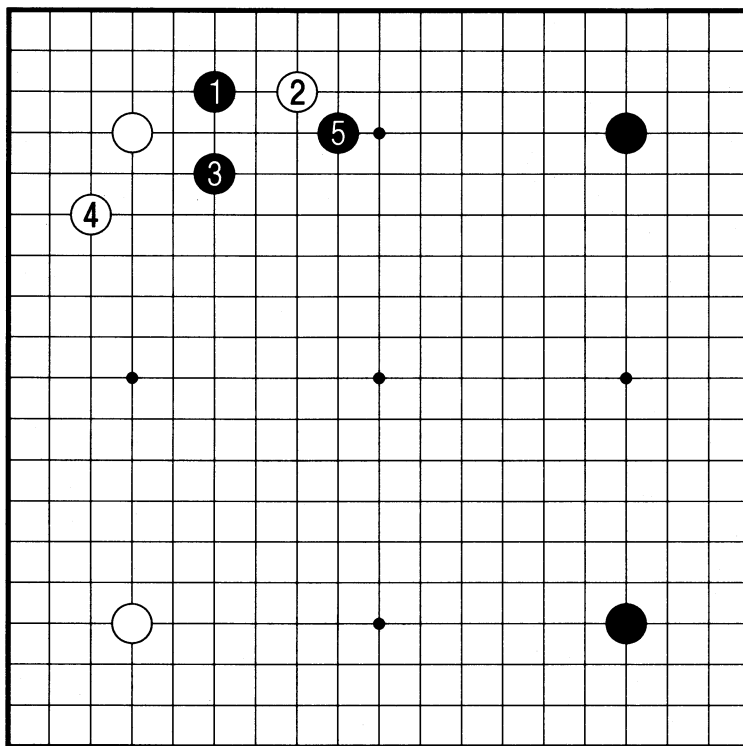
Against Black's pincer at 1, White's jump to 2 is a powerful move. The sequence to White 12 can be expected. This will become a difficult middle-game fight.



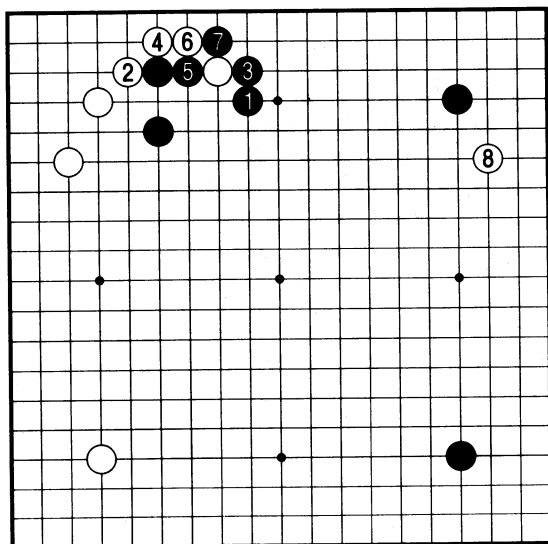
Dia 22. White's choice

White could also answer Black's pincer at 1 by approaching at 2. The sequence to White 6 is a basic joseki. This is an even result.

Pattern 15. An Influence-Oriented Strategy

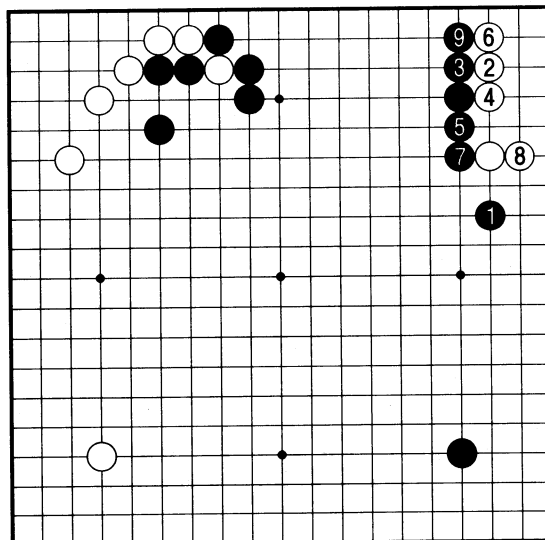


After the exchange of Black 1 for White 2, Black's one-space jump to 3 and the shoulder hit at 5 stress influence. Let's study the variations after these moves.



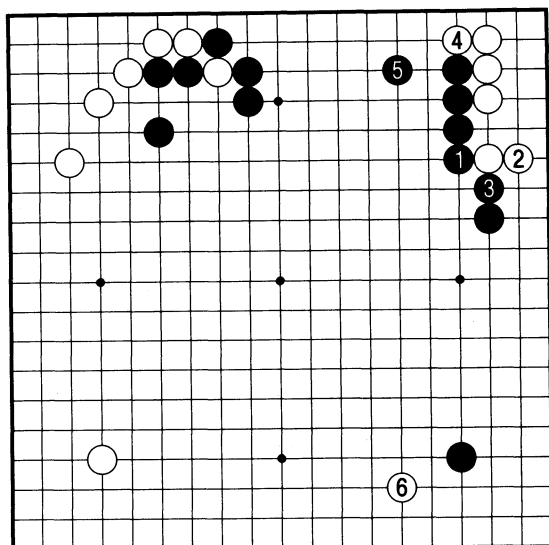
Dia 1. Basic opening

Against Black's shoulder hit at 1, White's diagonal attachment at 2 aims to secure the corner territory by sacrificing a stone. After the basic joseki to Black 7, White approaches at 8. This is a very popular opening. Next —



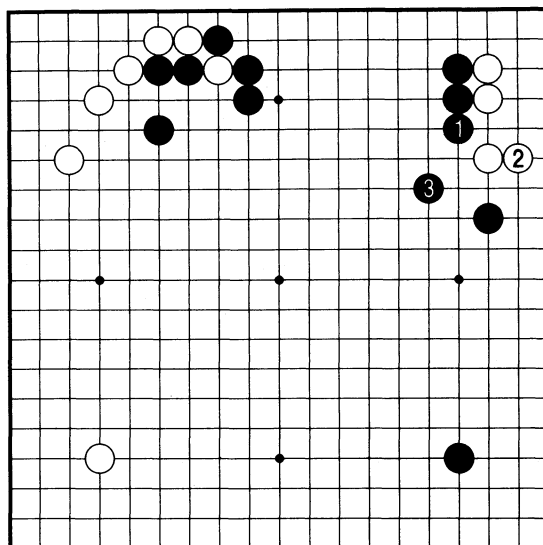
Dia 2. Territory vs. influence

The one-space pincer of Black 1 is natural. After White's invasion at 2, the sequence to Black 9 is another basic joseki that is applicable in this position. This is a good result for both sides.



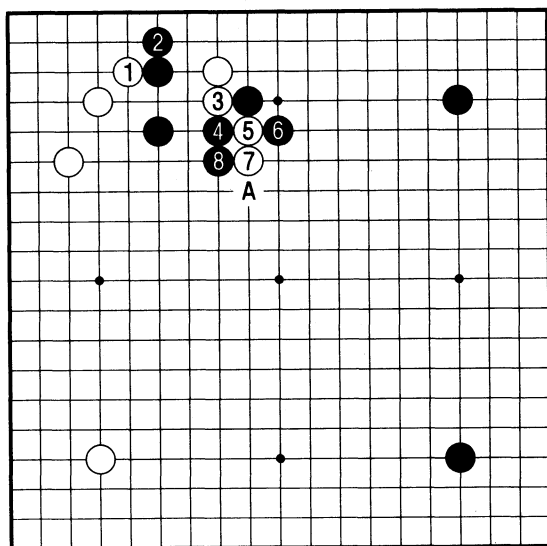
Dia 3. Unsatisfactory for Black

After the exchange of Black 1 for White 2 (7 and 8 in *Dia. 2*), reinforcing with Black 3 is not good. White 4 is a calm move and a good probe. The result to White 6 is unsatisfactory for Black.



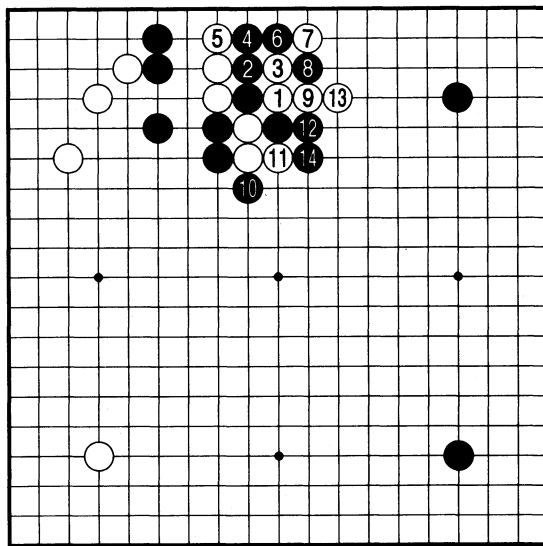
Dia 4. Satisfactory for Black

Against the extension of Black 1 (5 in *Dia. 2*), White 2 is not a good response. The knight's move of Black 3, confining the white stones to the upper right corner, is a good move, considering Black's shape at the top. Unlike *Dia. 3*, This is a satisfactory result for Black.



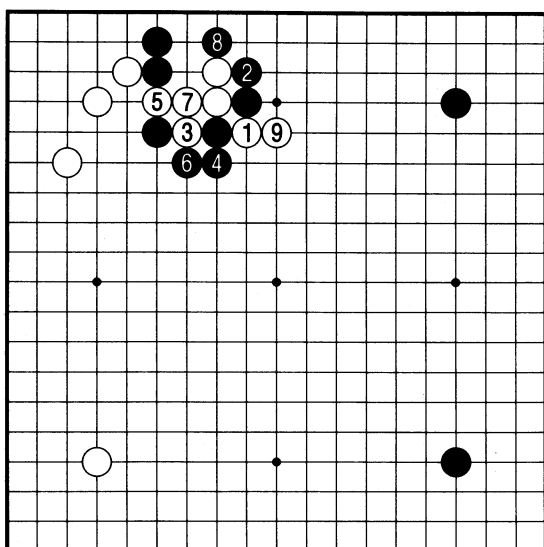
Dia 5. A ladder to consider

Against White's diagonal attachment at 1, Black could descend to 2. The success of White's push at 3 and cut at 5 depends on a ladder. That ladder arises at A after the sequence to Black 8. Next —



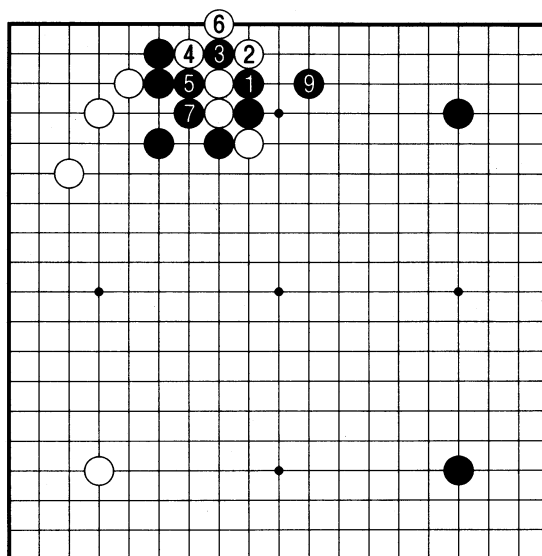
Dia 6. Disastrous for White

White's ataris at 1 and 3 and the block of 5 are a strong resistance. However, after the sequence to Black 14, White's three stones are captured in a ladder.



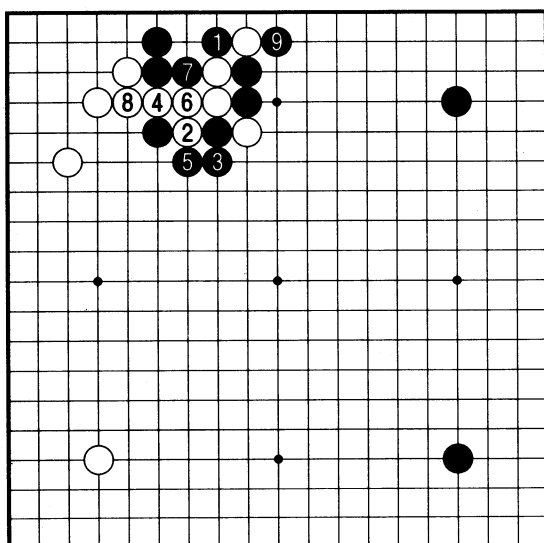
Dia 7. Unfavorable for Black

Answering White's cut at 1 with Black 2 is questionable. White's atari at 3 and diagonal connection at 5 are good moves. The result to White 9 is unfavorable for Black.



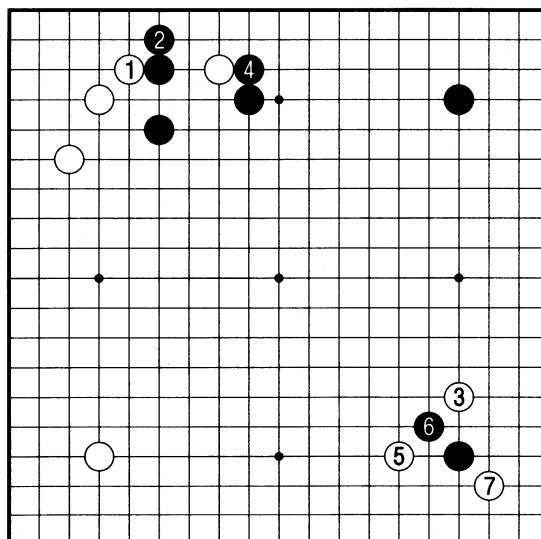
Dia 8. White is in deep trouble.

Against Black 1, White's hane at 2 is wrong. Black cut at 3 and squeezes with 5 and 7. After the sequence to Black 9, White's group has no way to escape. (White plays 8 at Black 3)



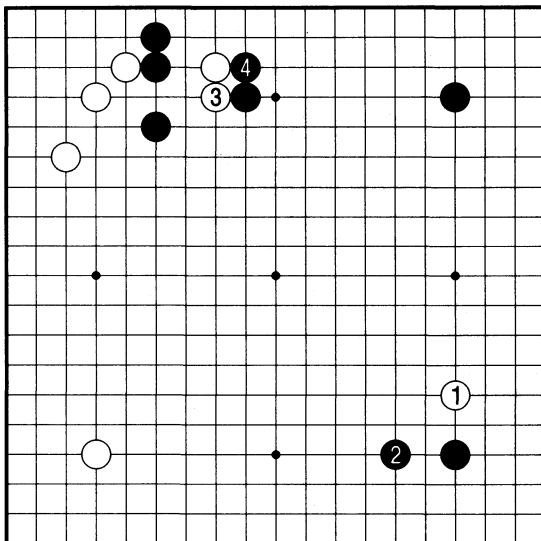
Dia 9. Good for Black

After Black 1, White can't get a good result. White 2 and 4 minimize the damage, but Black still gets a good result when he captures a stone with 9.



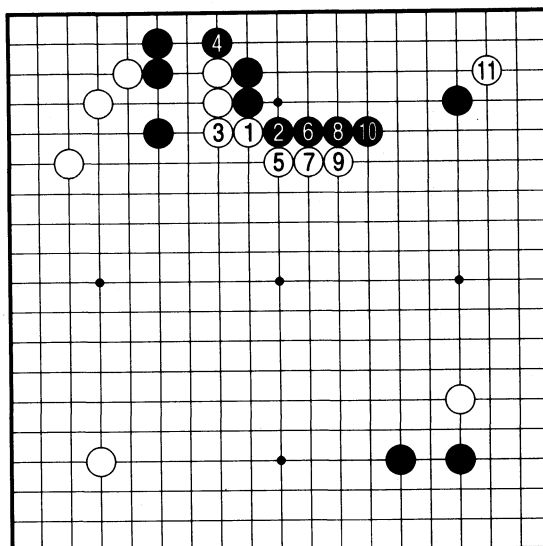
Dia 10. Breaking the ladder

After the exchange of 1 for Black 2, White makes a one-space approach with 3, aiming to make the ladder in *Dia. 5* favorable for himself. Black removes this bad aji with 4. After 5, White invades the corner with 7. This is a good result for White.



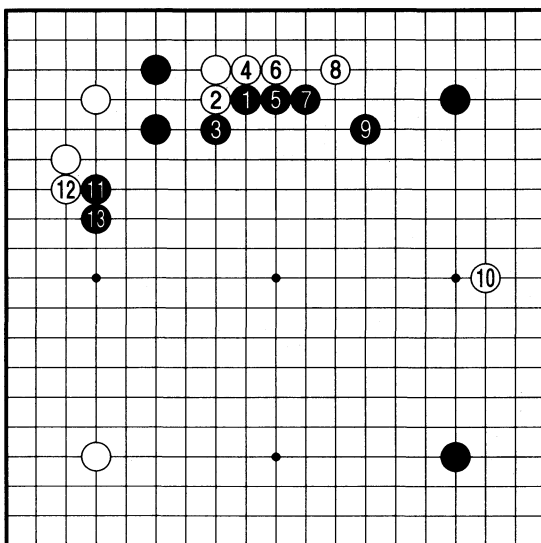
Dia 11. The correct move for Black

When White breaks the ladder with 1, the one-space jump of Black 2 is the correct move. Against White 3, blocking with 4 is the move Black has prepared. Next —



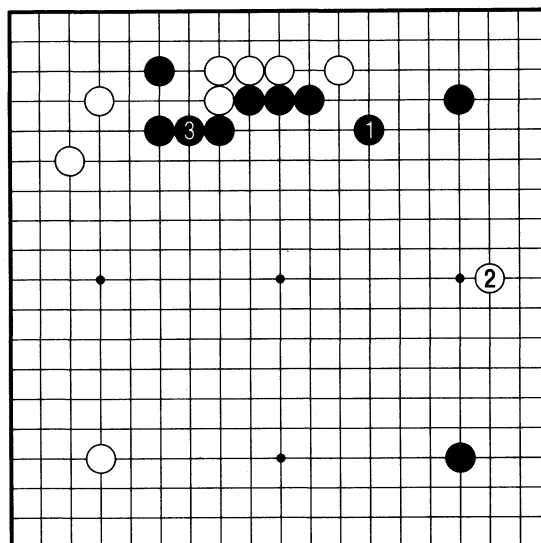
Dia 12. An even result

The sequence to Black 10 seems to be the best for both sides. Invading the corner with Black 11 is the biggest move. This is an even result.



Dia 13. Thick for Black

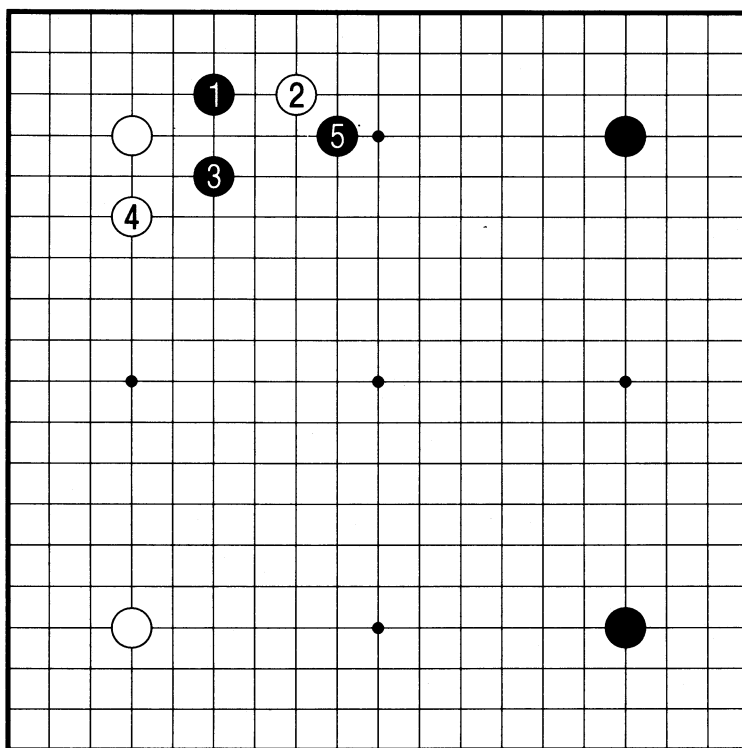
In this variation, White takes immediate action by pushing up with 2, then crawling to 4. The sequence to Black 9 can be expected. Next, splitting the right side with White 10 is necessary to neutralize Black's thickness, but Black expands his moyo on the left with 11 and 13. Black's influence is superior to White's territory.



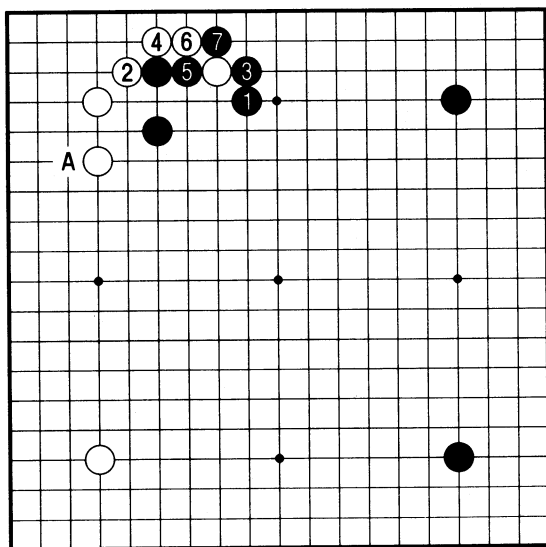
Dia 14. Inefficient for Black

When White splits the right side with 2, Black's reinforcement at 3 is questionable in this position. Compared with the previous diagram, Black's shape is rather inefficient.

Pattern 16. Answering with the One-Space Jump

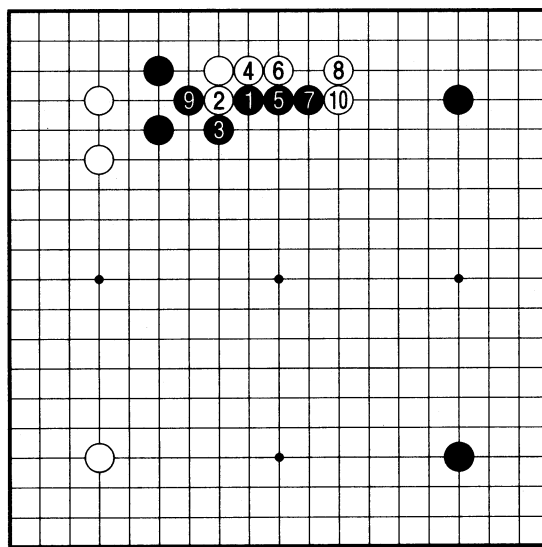


Against Black's jump to 3, the one-space jump to White 4 is also possible. The variations here will be quite different from those in Pattern 15. Let's study the variations after Black's shoulder hit at 5.



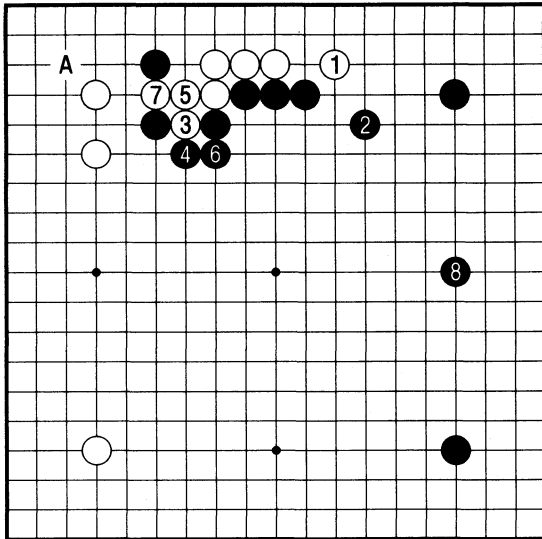
Dia 1. Unsatisfactory for White

Against Black 1, White's diagonal attachment at 2, stressing territory, is questionable. The sequence to Black 7 is a basic joseki. However, compared with the joseki where White has a stone at A instead of on the fourth line as here, this result is not good for White, because his corner is vulnerable.



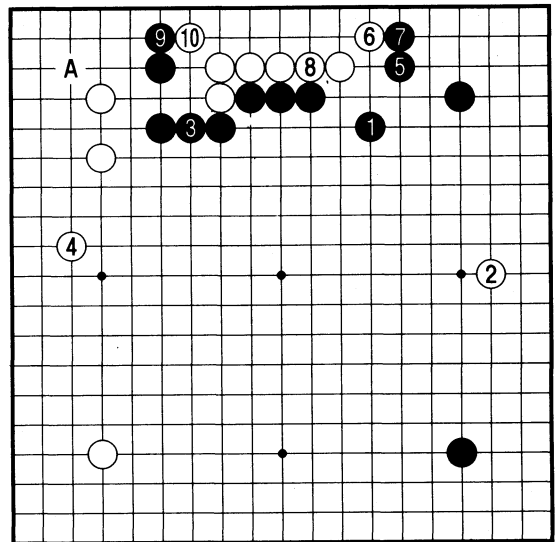
Dia 2. Good enough for White

White 2 is the correct way to answer Black 1. The sequence to White 8 is one possible variation. However, Black 9 is questionable, because White's push at 10 is very good. This result is good enough for White.



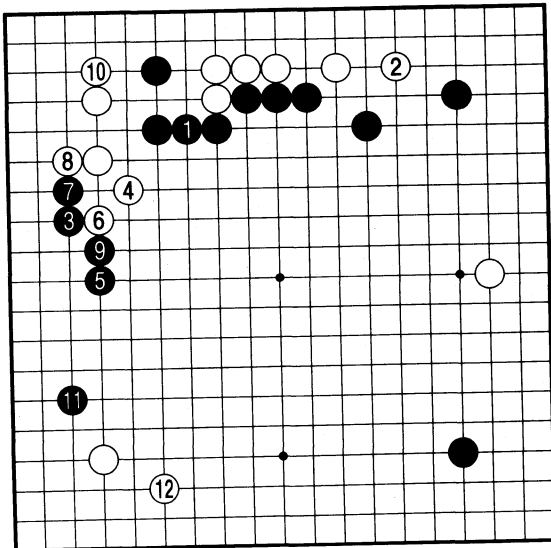
Dia 3. The correct move for Black

After White jumps to 1, the knight's move of Black 2 is the correct move. Next, White 3 and 5 overly cling to territory. After taking sente at the top, Black extends to 8. Moreover, an invasion at A still remains. This opening is a success for Black.



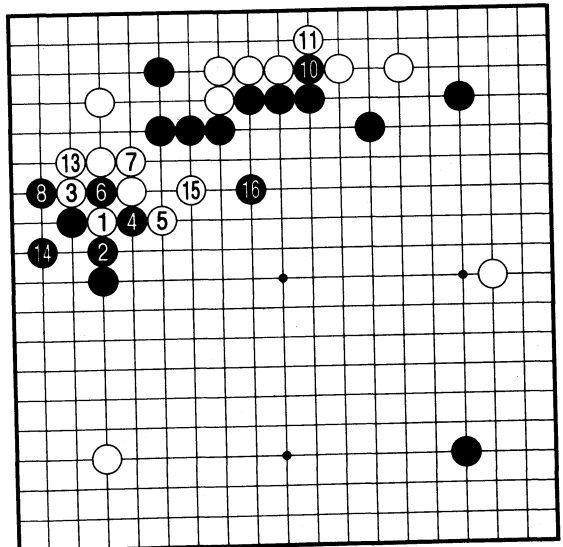
Dia 4. Premature

Against Black 1, splitting the right side with White 2 is the correct move. However, after Black reinforces with 3, White 4 is premature. Up to 10, White gets an unfavorable result. Furthermore, White's corner territory is not that big because of the possibility of an invasion at A.



Dia 5. The correct move for White

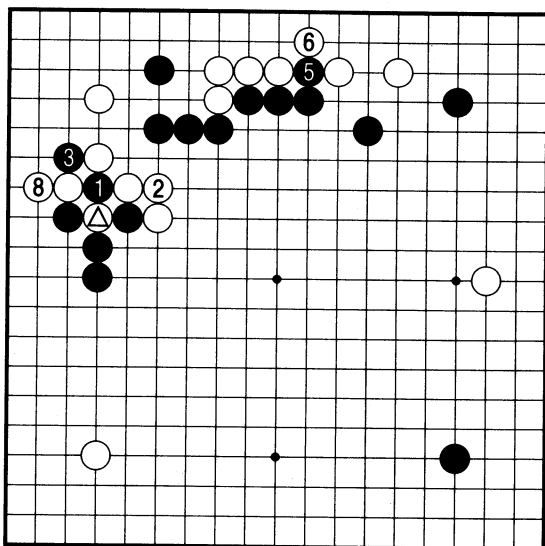
Against Black 1, the one-space jump to White 2 is the correct move. The sequence to White 12 is the best continuation for both players. This is an even result.



Dia 6. Variation for Black

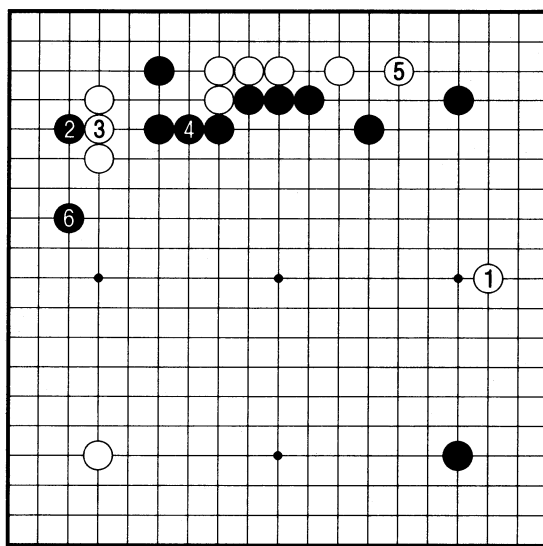
Against White 1 (6 in *Dia. 5*), Black 2 is also possible. The sequence to Black 16 can now be expected. This is an even result.

(White 10 takes the ko; Black 12 takes the ko.)



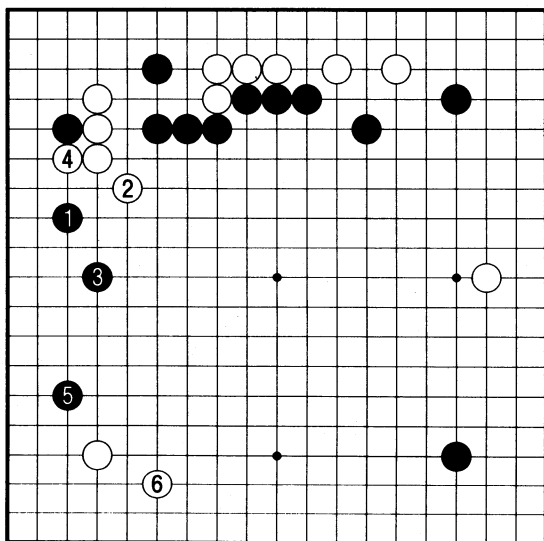
Dia 7. Unreasonable for White

When Black captures the ko with 1 (6 in *Dia. 6*), White's connection at 2 is unreasonable. Black's cut at 3 is severe. White recaptures with 4, but Black 5 is an excellent ko threat. Black captures the ko with 7 and connects with 9. This result is clearly good for Black. (Black 7 is played at 1 and Black 9 at the marked stone)



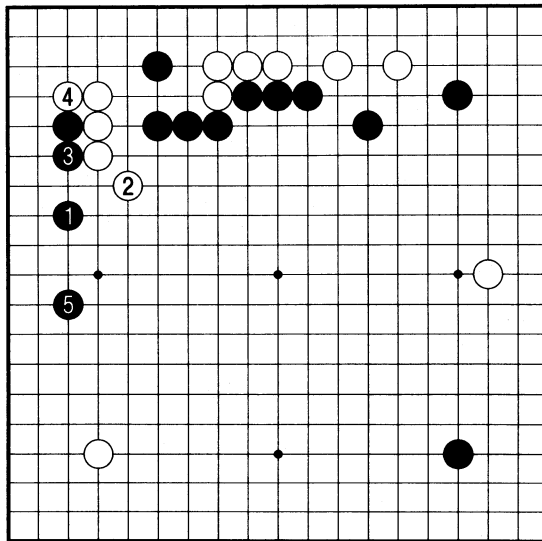
Dia 8. A special strategy

After the exchange of Black 2 for White 3, Black 4 is a special strategy. After White 5, Black approaches with 6. Next —



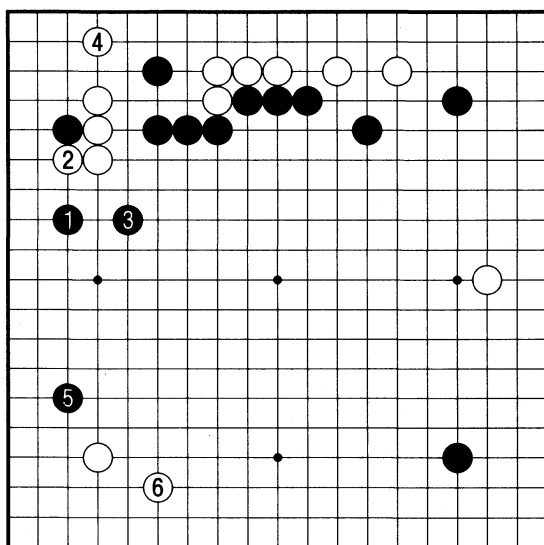
Dia 9. An even result

Against Black 1, White's diagonal move at 2 is a good move. The sequence to White 6 is natural. This is an even result.



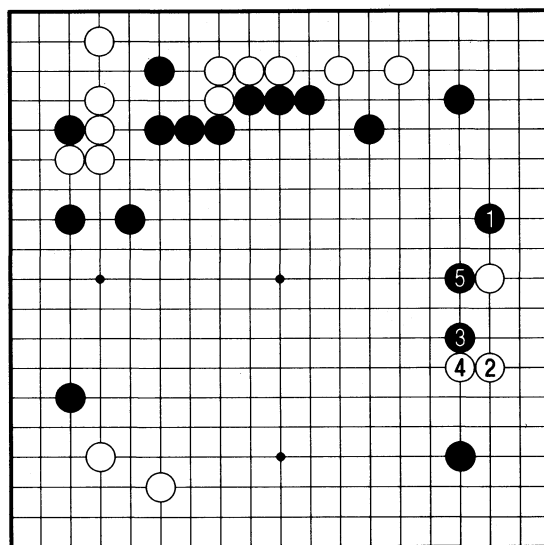
Dia 10. A variation for Black

After the exchange of Black 1 for White 2, Black 3 is another possible strategy. Next, White's block at 4 and Black's two-space extension to 5 can be expected. This is also an even result.



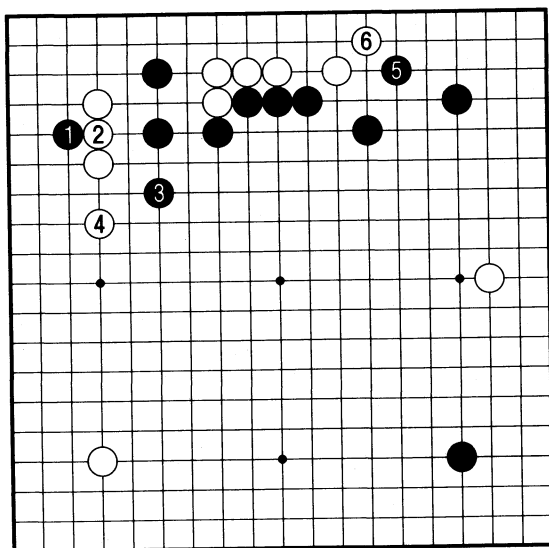
Dia 11. Dynamic for Black

Against Black 1, White 2 is too greedy. Black 3 is a severe move and White has to defend the corner with 4. Next, Black approaches at 5. Black's moves here are quite dynamic. Next —



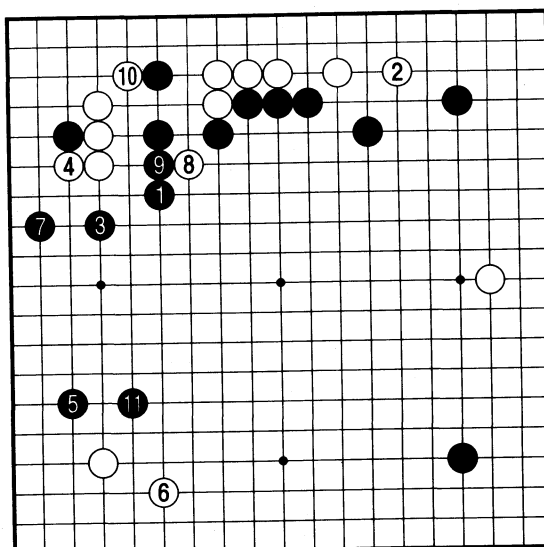
Dia 12. Continuation

Black's checking extension to 1 is an excellent move. If White answers with 2, Black 3 and 5 are a good combination. A large black moyo is beginning to take shape in the center. This result is good for Black.



Dia 13. A variation for Black

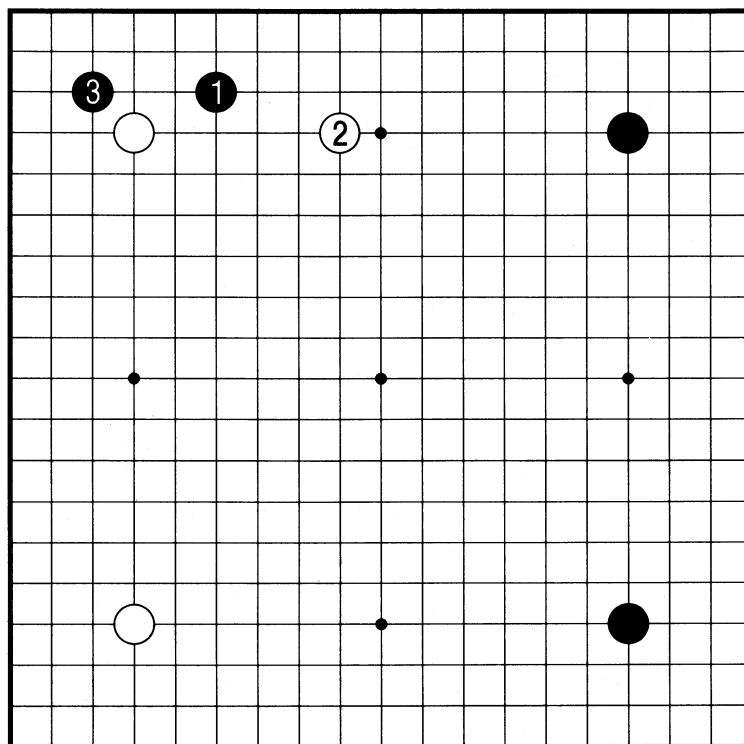
After the exchange of Black 1 for White 2, Black's one-space jump to 3 is also possible. This move is not good for taking territory, but it is sente. After White 4, Black 5 forces White to answer with 6. This result is even.



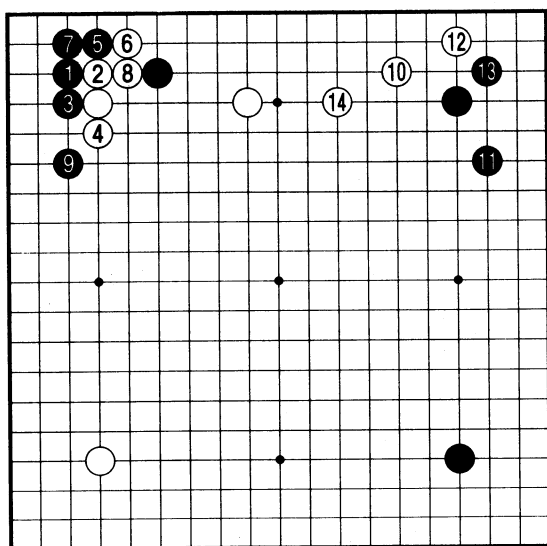
Dia 14. Satisfactory for Black

White tries to avoid the sequence in *Dia. 13* by extending to 2, but this move is in the wrong direction. Black 3 is severe on White. The result to 11 is clearly good for Black.

Pattern 17. Two-Space High Pincer: 3-3 Point Invasion

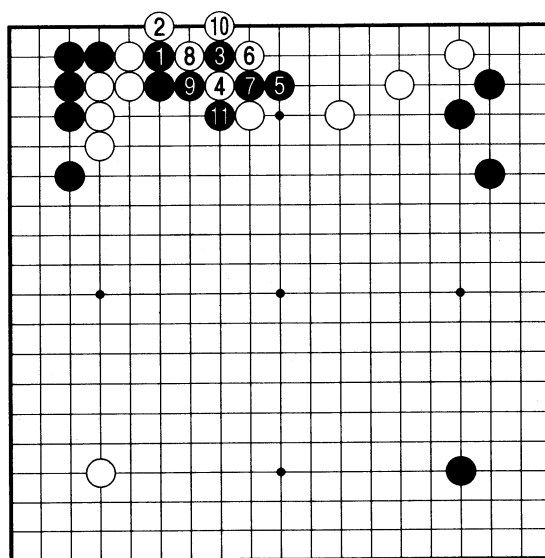


After Black approaches with 1, White plays a two-space high pincer with 2. Black's invasion at 3 is the easiest way to settle the position. White will get influence while Black will take profit in the corner. White will then focus on making full use of this influence.



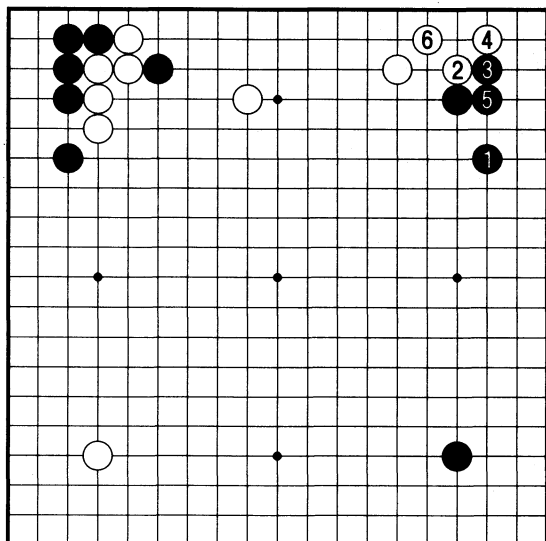
Dia 1. Weakness at the top

White 2 is the correct direction to block. Next, the sequence to Black 9 is a basic joseki. However, White 10 to 14 are dubious moves, because there is still some weakness at the top.



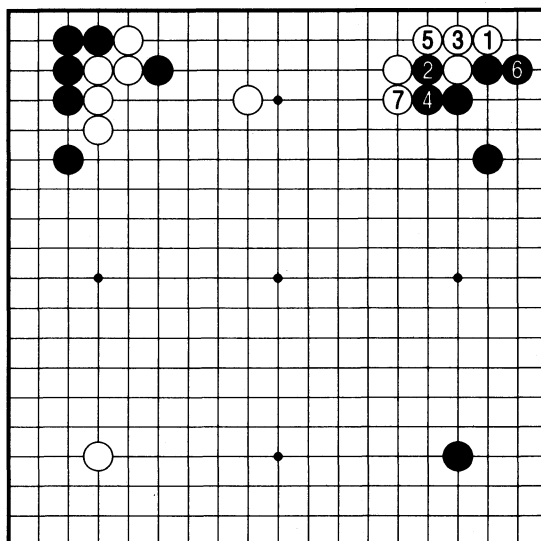
Dia 2. Black's aim

Immediately taking action with Black 1 is possible. White's hane at 2, played to separate Black's stones, is strong. After Black 11, White has no way to capture all of the black stones. Still, the timing for initiating these move is important.



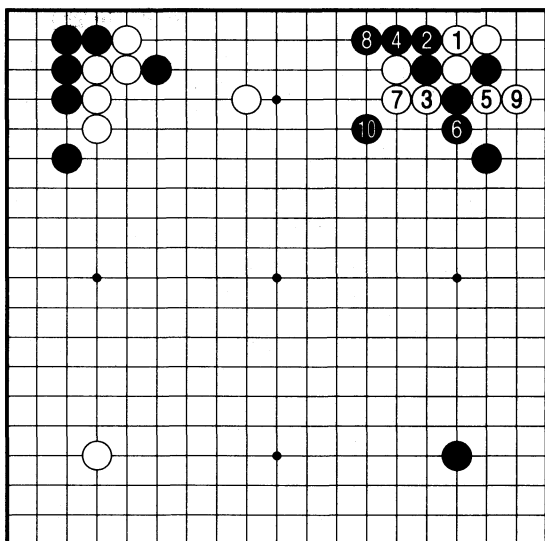
Dia 3. A variation for White

White's attachment at 2 and the hane of 4 are good moves to settle his stones in the upper right. After 6, White has to expect Black to invade at the top.



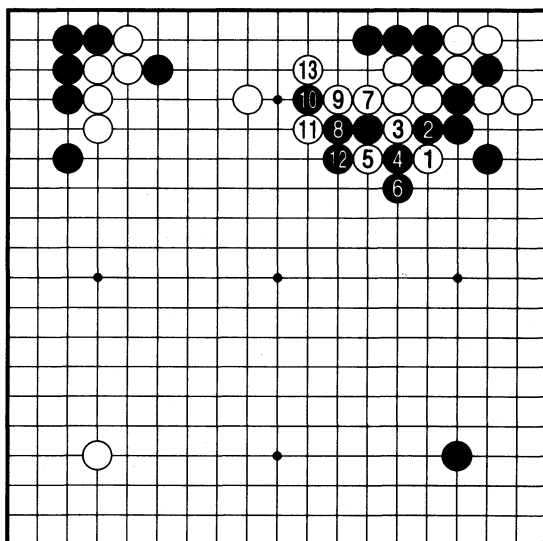
Dia 4. Good for White

In answer to White 1, the atari of Black 2 and the connection of 4 are another possible variation. However, after Black 6, White's push at 7 is very strong. This result is good for White.



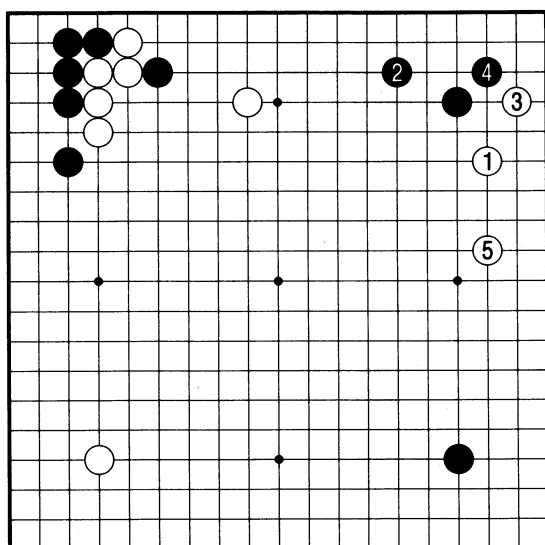
Dia 5. Unreasonable for Black

After White 1, blocking with Black 2 is unreasonable. The cut of White 3 and Black 4 are forced. After the sequence to 9, Black's loose net at 10 seems effective, but —



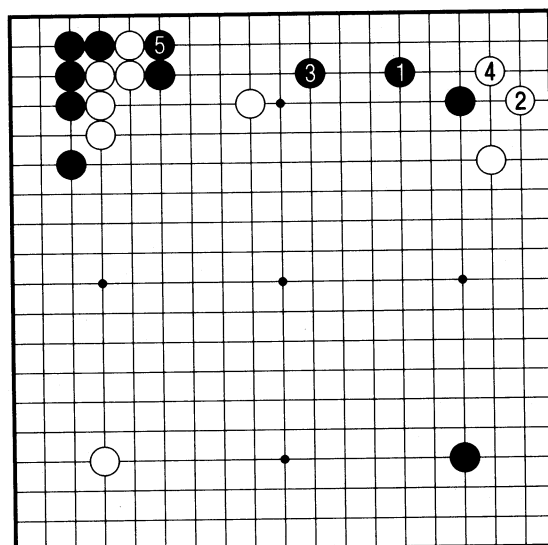
Dia 6. Disastrous for Black

White 1 and 3 break out of the net. The sequence to White 13 is now inevitable. This result is disastrous for Black.



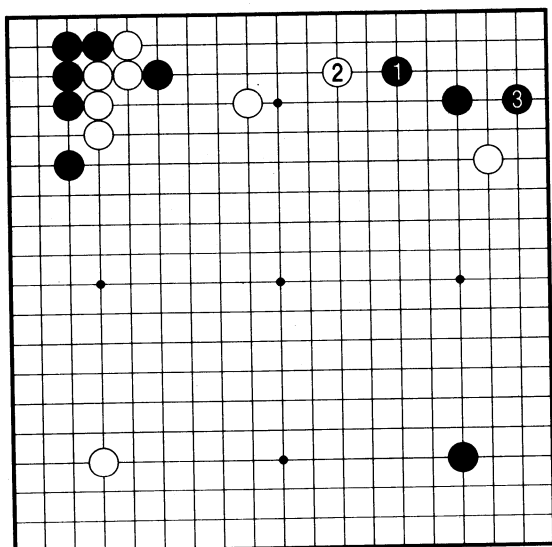
Dia 7. A variation for White

White's approach at 1 is a clever move. It is based on the fact that it's difficult for White to make territory in the top right. The sequence to White 5 is a basic joseki. This is an even result.



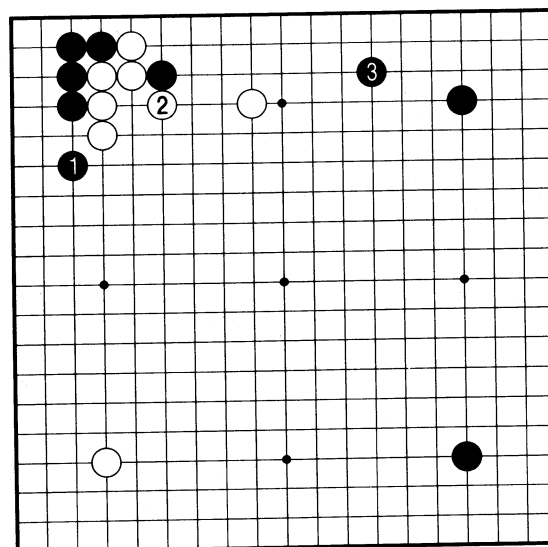
Dia 8. Black's choice

After the exchange of Black 1 for White 2, Black's two-space extension to 3 is also a possible strategy. If White takes the corner with 4, blocking with Black 5 is a good move. Black will not be at a disadvantage in this fight.



Dia 9. Satisfactory for Black

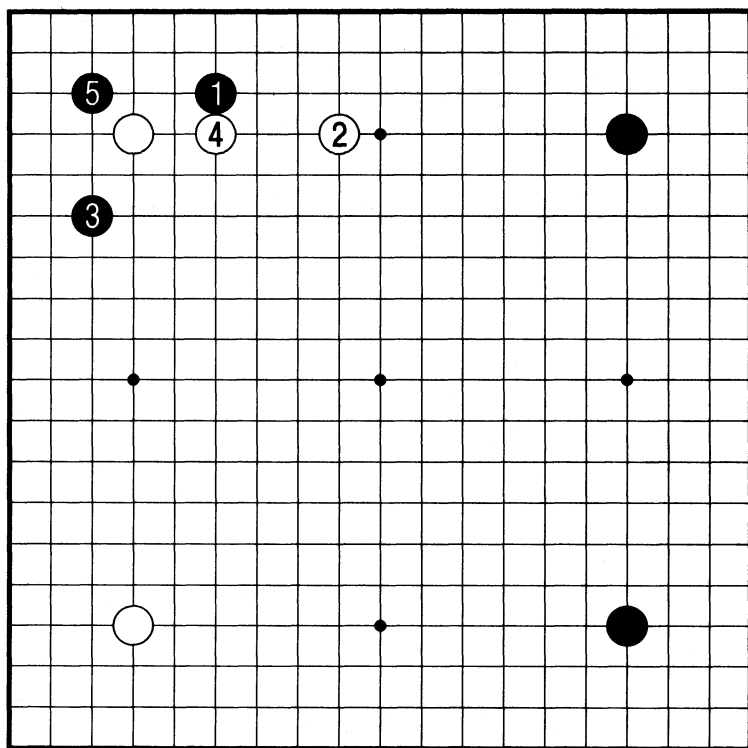
Against Black 1, White's checking extension to 2 is dubious in this position. Enclosing the corner with Black 3 is a good move. Black's shape is now very thick and his territory is not small.



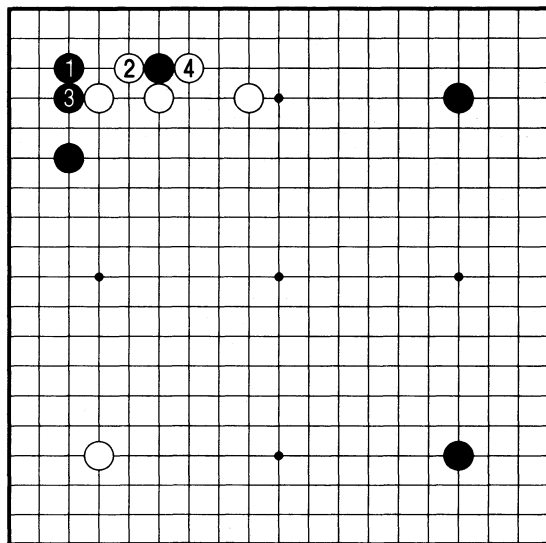
Dia 10. Too slow for White

After Black 1, reinforcing with White 2 is too slow. Making a large knight's corner enclosure with Black 3 is very good. Black is developing move quickly than White.

Pattern 18. Two-Space High Pincer: Double Approach

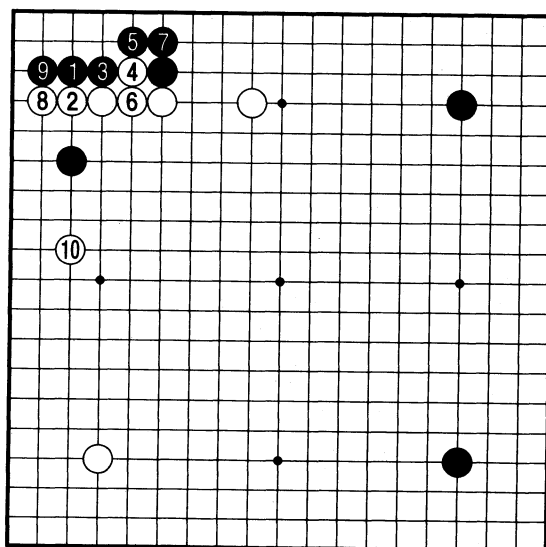


Against Black's approach at 1, White's two-space high pincer at 2 has recently been a very popular move. Black often continues with a second approach at 3. After White attaches with 4, Black will invade the corner with 5, trying to make the game complicated. Let's study the variations after Black 5.



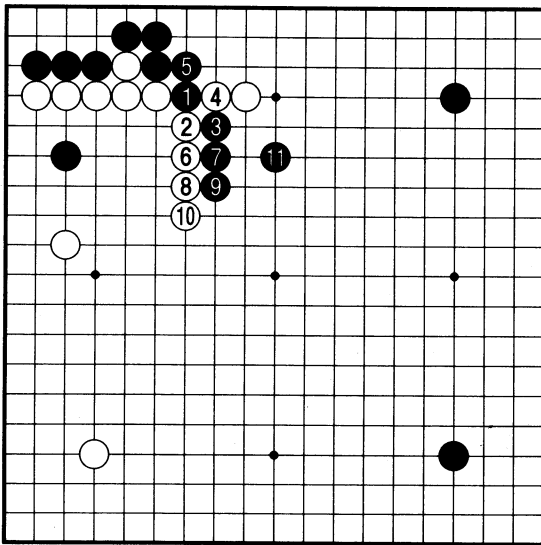
Dia 1. Satisfactory for Black

Answering Black's invasion at 1 with White 2 is the wrong direction. After Black 3, White has to reinforce his stones with 4. White ends up with a shape that is a bit overconcentrated.



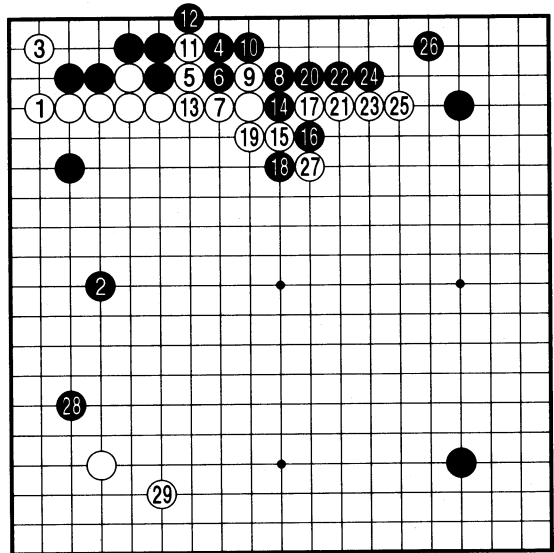
Dia 2. Correct direction

White 2 is the correct direction in this position. After the sequence to White 10, Black's territory and White's influence are well balanced. Next —



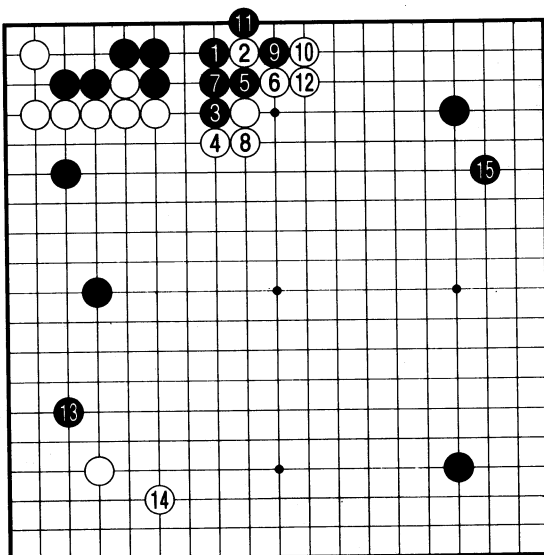
Dia 3. Continuation

Black cuts through White's position with 1 and 3, and isolates the two white stones at the top with the sequence to 11. In the process, however, White has built a large territorial framework on the left side. This is an even result.



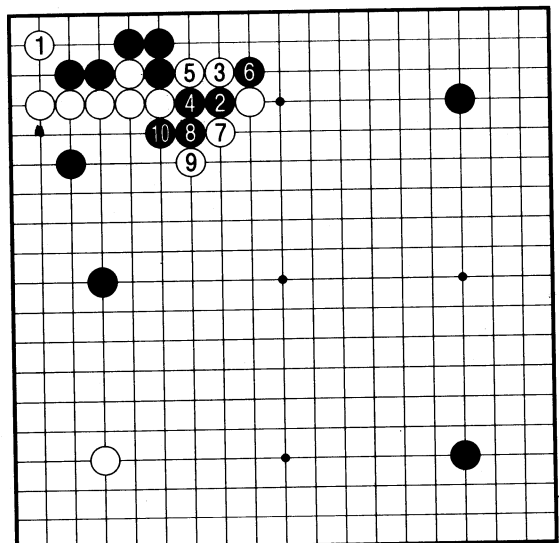
Dia 4. A quick development

Against White 1 (8 in *Dia. 2*), Black's extension to 2 stresses a quick development. The sequence to White 27 is a basic pattern. Next, Black approaches at 28. This is also an even result.



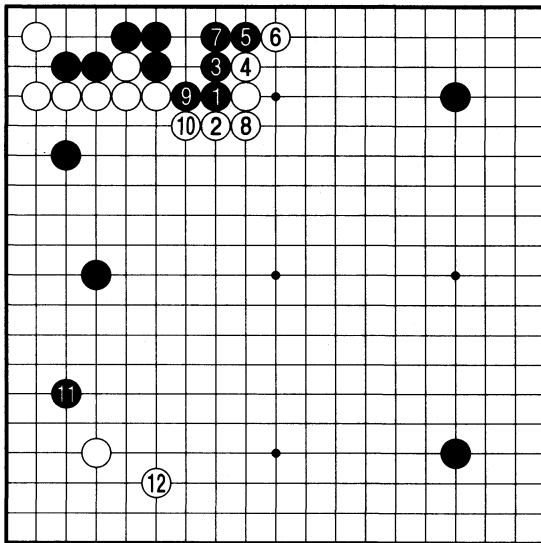
Dia 5. Black is better

After White 3 in *Dia. 4*, if Black jumps to 1, attaching with White 2 is not good. Black 3 to 7 are good moves and White is forced to connect at 8. Black settles his stones in sente with 9 and 11. The sequence to Black 15 can now be expected.



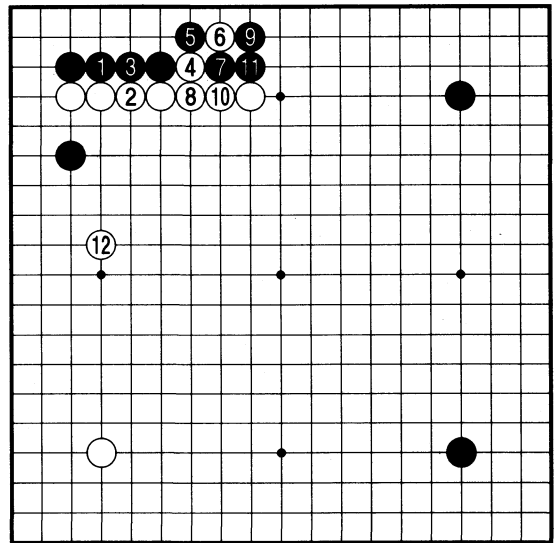
Dia 6. Variation for Black

Against White 1, it is also possible for Black to attach at 2 as a probe. The hane of White 3 is not a good response. After Black 4 and 6, White's ladder at 7 is not successful. This result is disastrous for White.



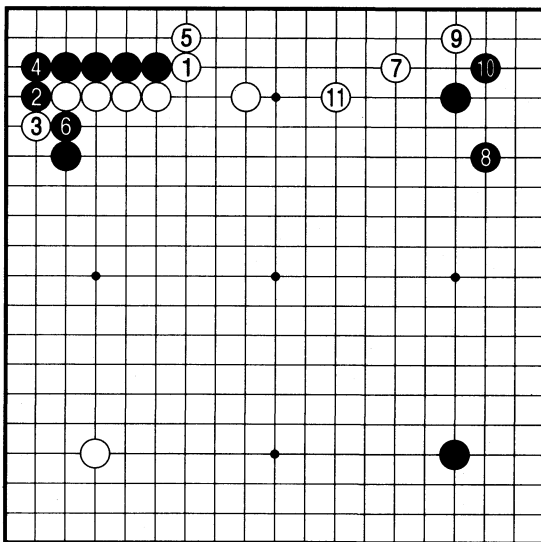
Dia 7. An even result

Against White 2, Black's descent to 3 is a common response. The sequence to White 10 can now be expected. Next, Black approaches with 11. The result is even.



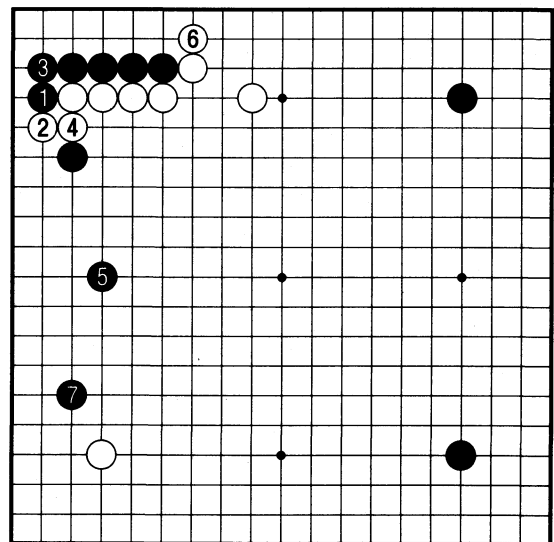
Dia 8. A variation for Black

After Black 1 and White 2, Black's connection at 3 is also possible. The sequence to the pincer of White 12 is a commonsense continuation. This result is also even.



Dia 9. Emphasizing the top

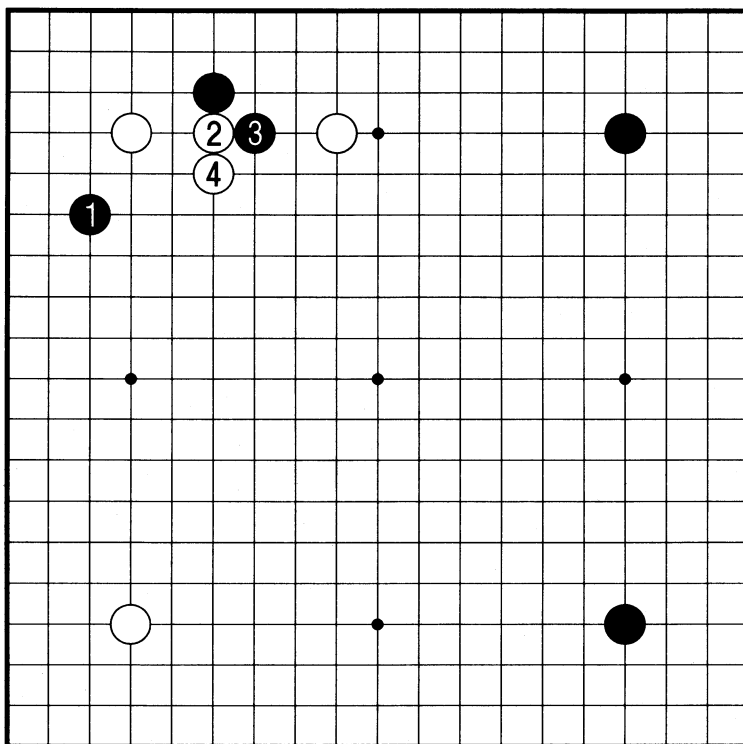
Against White 1, the hane of Black 2 is also possible. Answering Black 2 and 4 with White 3 and 5 are a good combination. The sequence to White 11 can be expected. This is also an even result.



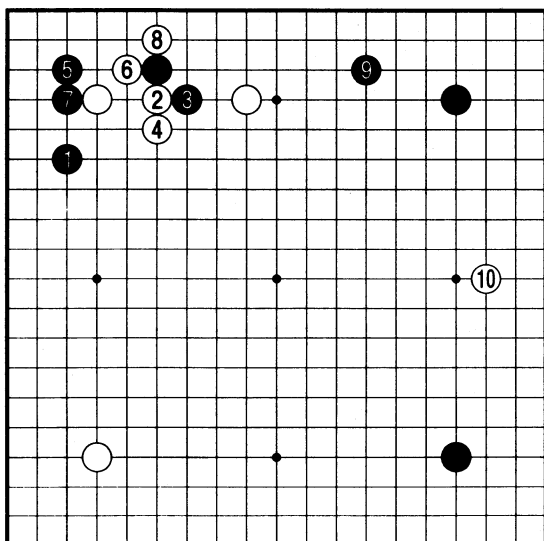
Dia 10. Black is developing quickly

White's connection at 4 is a little slow, but White 6 is a thick move. However, when Black extends to 7, he is developing more quickly than White.

Pattern 19. A Complicated Opening

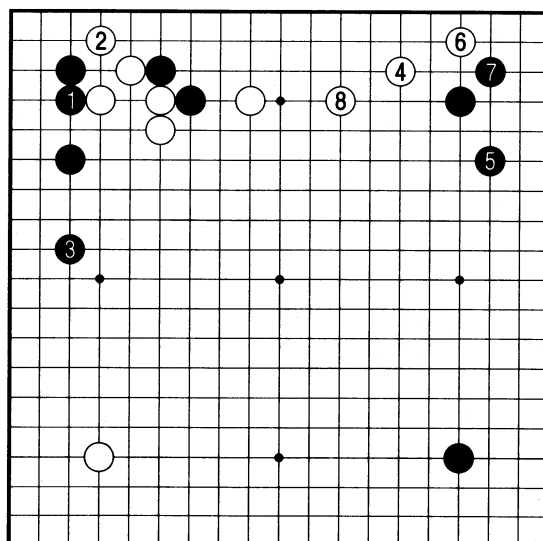


Against Black's second approach at 1 and the hane of 3, White 2 and 4 make the position very complicated. Difficult fighting is inevitable. Let's study the variations after these moves.



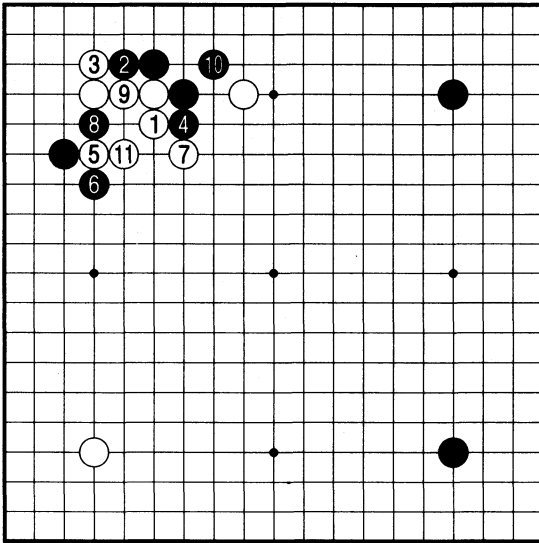
Dia 1. White is thick.

After White extends to 4, Black invades the corner with 5. The sequence to White 8 is a basic joseki. Even though White is thick at the top, Black's position is slightly more favorable because he has taken more territory.



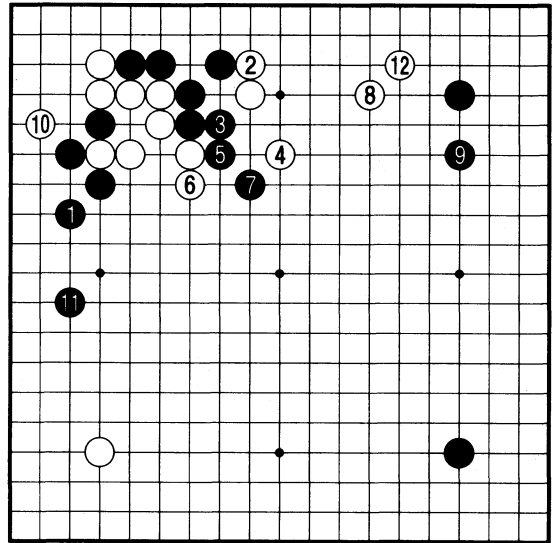
Dia 2. A variation for White

White's diagonal move at 2 is also possible. After Black's two-space extension to 3, the sequence to White 8 is one possible way of playing. This is an even result.



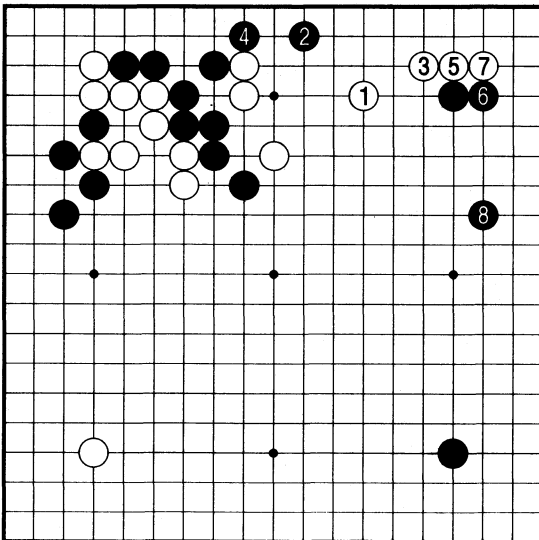
Dia 3. Aggressive way

If Black extends to 2 after White 1, the position becomes quite complicated. The sequence to White 11 is a joseki. Next —



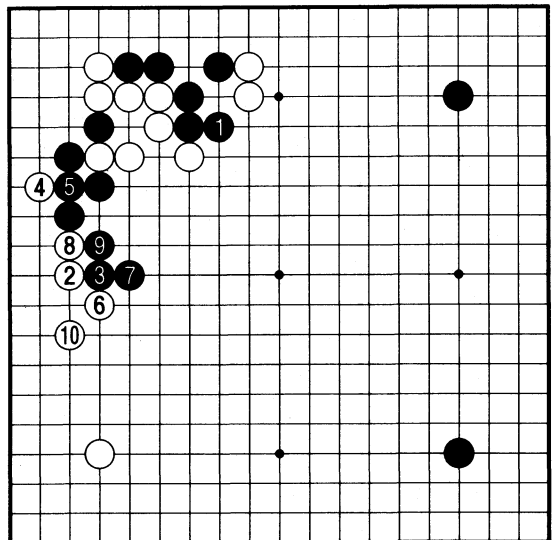
Dia 4. Continuation

Black makes a diagonal connection with 1, and the sequence to White 12 can be expected. A complicated fight in the center is inevitable. Neither side has the advantage in this fight.



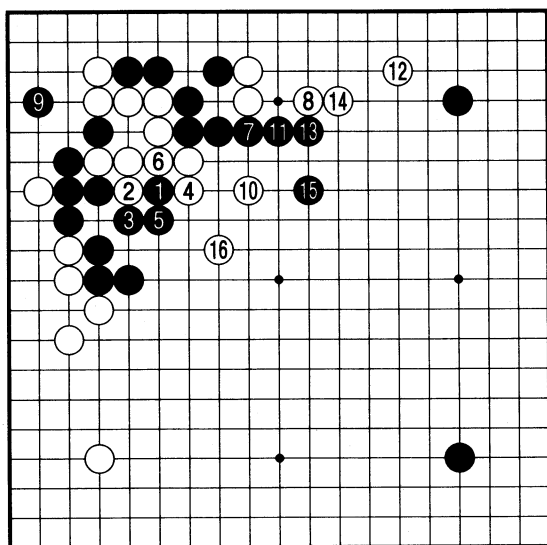
Dia 5. A variation for Black

Against White 1 (8 in *Dia. 4*), Black can also invade with 2. If White plays 3, Black links up underneath with 4. The sequence to Black 8 can now be expected. This is an even result.



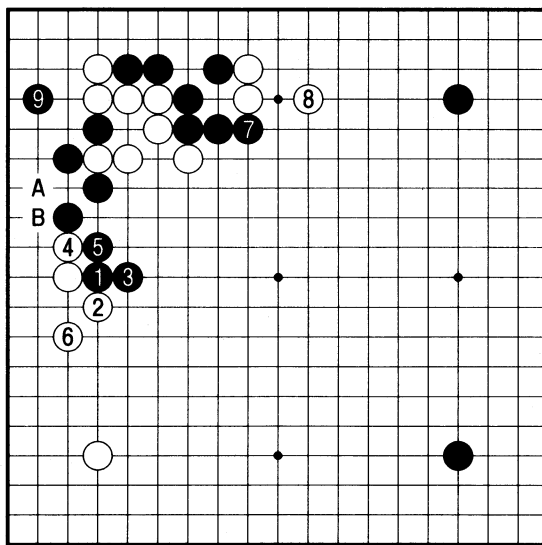
Dia 6. A dynamic way for White

After Black 1 (3 in *Dia. 4*), White's checking extension at 2 is a very powerful move. Against Black's attachment at 3, White's peep at 4 is an excellent probe. The sequence to White 10 is a natural way of playing. Next —



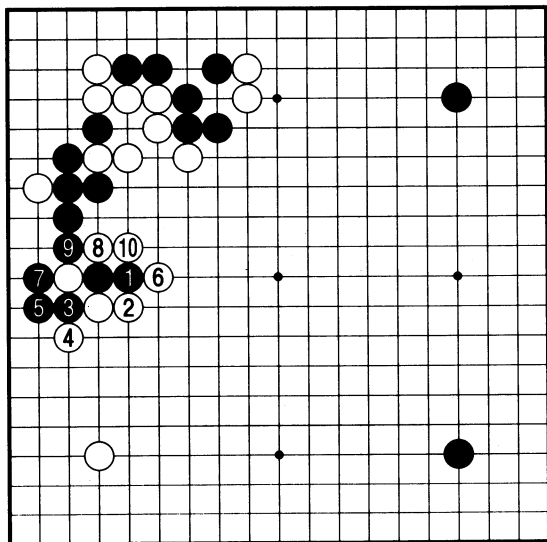
Dia 7. An even result

Continuing from *Dia. 6*, Black's peep at 1 is a tesuji. Now White 2, 4, and 6 are forced. After this, the sequence to White 16 is one possible way of playing. Neither side has the advantage in this very complicated fight.



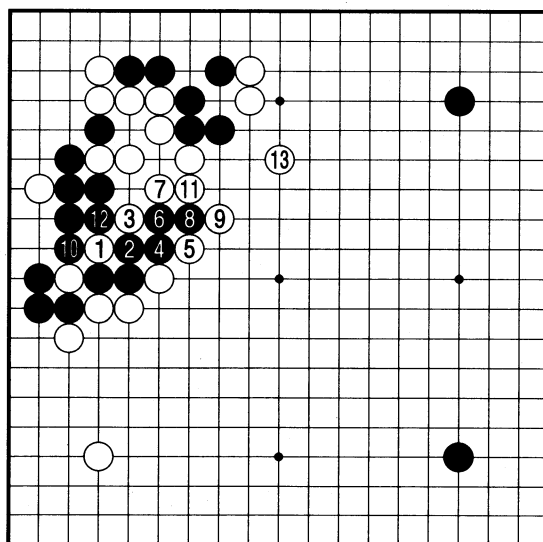
Dia 8. Worse for White

Against Black's attachment at 1, White's immediate hane at 2 is questionable. The sequence to Black 9 is a possible continuation. If White peeps at A, Black will block at B. White's result here is worse than in the previous diagram.



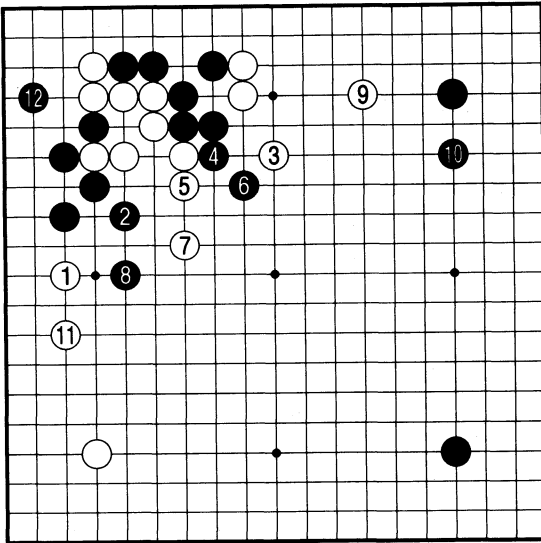
Dia 9. A variation for White

Answering Black's extension to 1 by pushing with White 2 is also possible. Black's cut at 3 is forced and the sequence to White 10 is natural. Against White 8, Black 9 is the correct move. This is an even result.



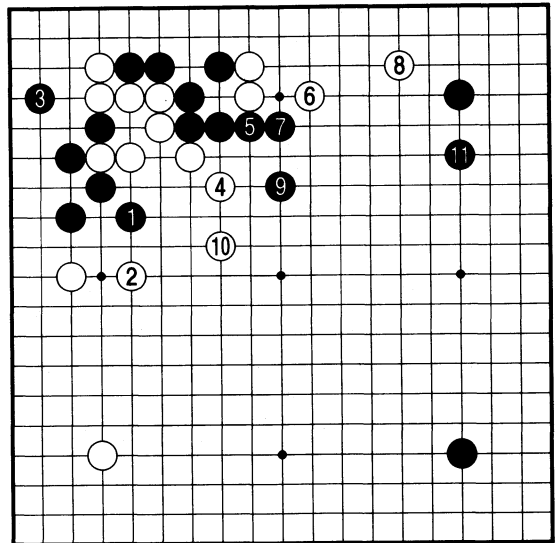
Dia 10. Black is in trouble.

Against White's atari at 1, Black 2 is questionable. The sequence to Black 12 is a one-way street. Next, White 13 is severe on Black; his stones at the top are surrounded and in bad trouble.



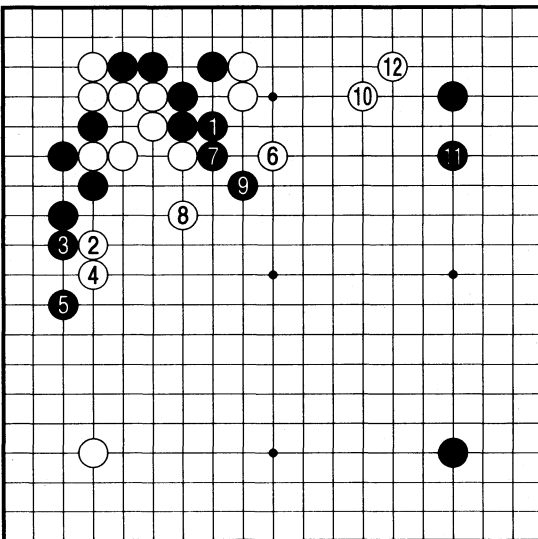
Dia 11. Black simplifies the position.

Against the pincer of White 1, Black's diagonal move at 2 aims to simplify the position. The moves to Black 12 are a possible continuation. This sequence is playable for both sides.



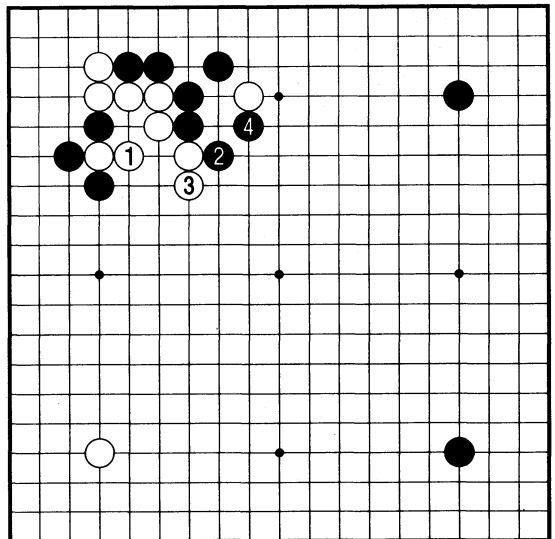
Dia 12. A variation for White

White's one-space jump to 2 is also a possible response to Black 1. The sequence to Black 11 is a possible variation. Both players should be happy with this result.



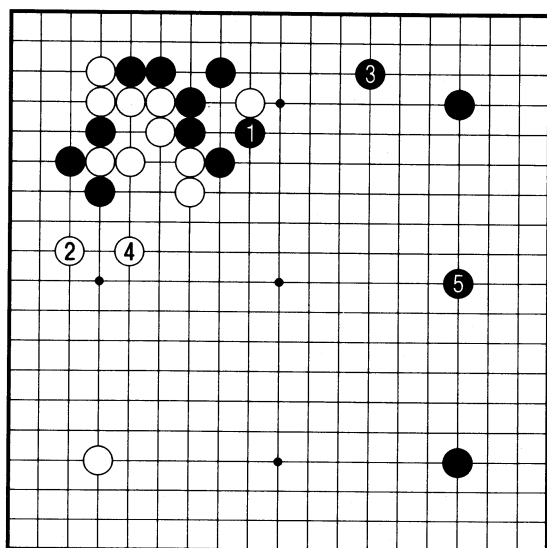
Dia 13. Emphasizing influence

After Black 1 (3 in *Dia. 4*), White 2 and 4 emphasize influence. The sequence to White 12 can be expected. This is an even result.



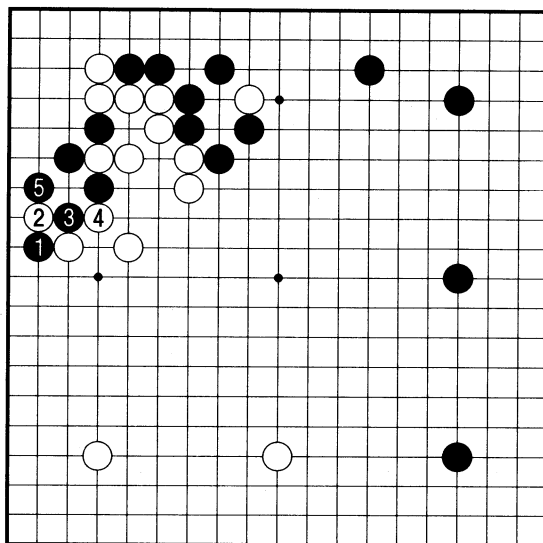
Dia 14. Focusing on the top

After White 1 (11 in *Dia. 3*), Black's hane at 2 and his diagonal connection at 4 focus on the top. These moves aim to simplify the position. Next—



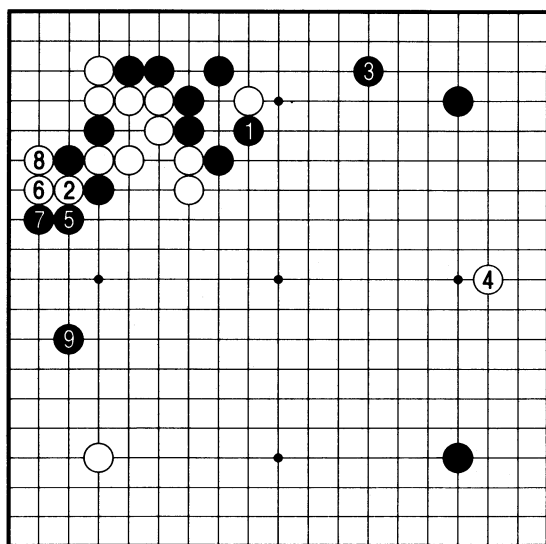
Dia 15. White is greedy

White 2 and 4 ask for too much. Enclosing the corner with Black 3 and extending to 5 are very good moves. Black is developing more quickly than White, so this is a good opening for him.



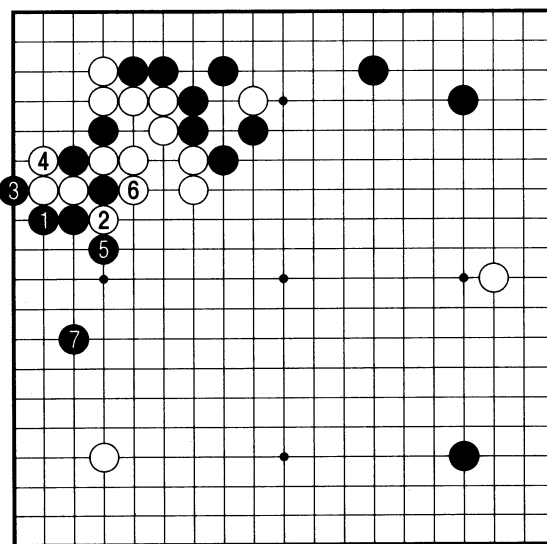
Dia 16. White's weakness

In *Dia. 15*, White's territory in the upper left corner is not perfect. Black's attachment at 1 and crosscut at 3 are a good combination. After the exchange of White 4 for Black 5, a big ko fight is inevitable. The timing of this ko is very important, but its possibility is a big burden for White.



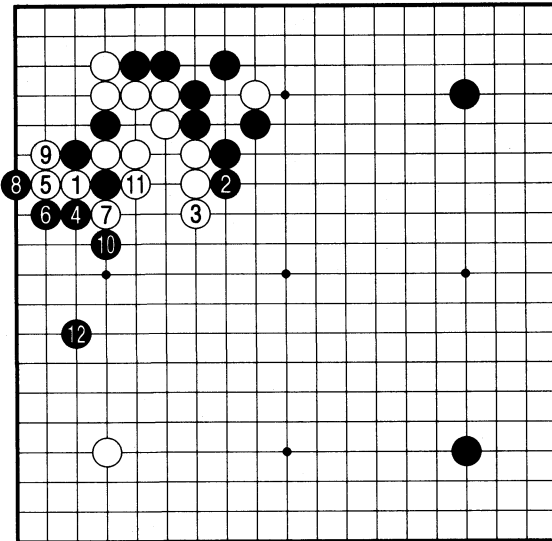
Dia 17. The correct move for White

Against Black 1, cutting with White 2 is the correct move. After Black encloses the corner with 3, splitting the right side with White 4 is very big. Next, the sequence to Black 9 is a possible variation. This is an even result.



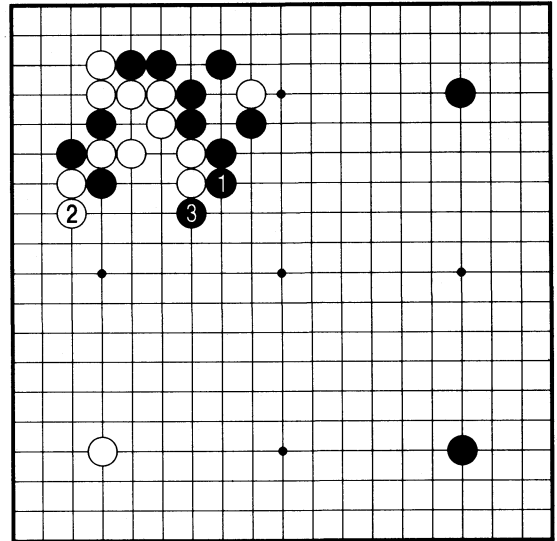
Dia 18. A variation for White

In response to Black 1, the atari of White 2 is questionable. Black's two ataris at 3 and 5 are a good combination. Black gets a satisfactory result when he extends to 7.



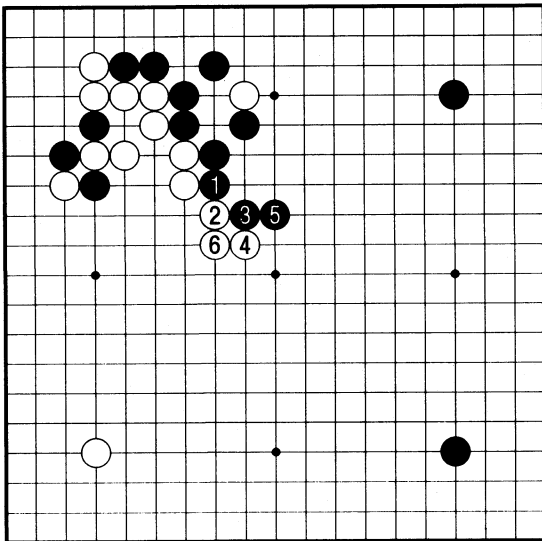
Dia 19. Satisfactory for Black

After White cuts with 1 (2 in *Dia. 17*), Black's push at 2 is a tactical move. If White answers at 3, Black can get a much better result than in *Dia. 18* by extending to 12.



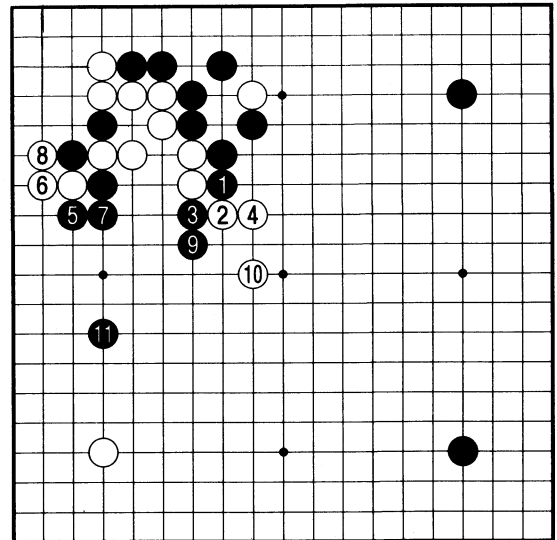
Dia 20. Painful for White

White ignores Black's push at 1 and extends to 2. This is also gives him a bad result, because Black's hane at 3 very painful for White.



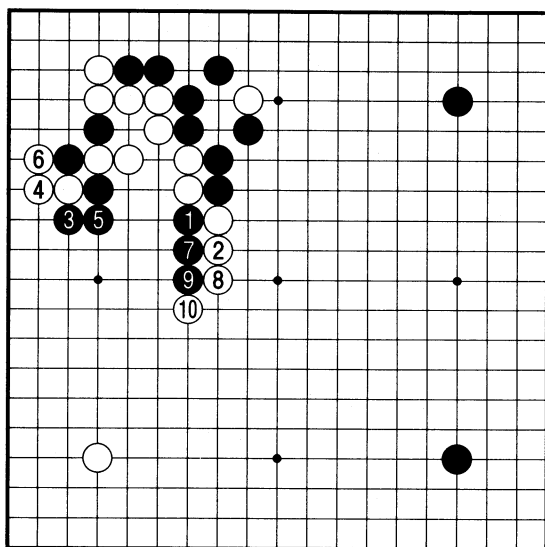
Dia 21. White's resistance

Resisting with the hane of White 2 is the correct response to Black 1. When Black hanes at 3, White's two-step hane at 4 is very powerful. White gets a thick position with the sequence to 6.



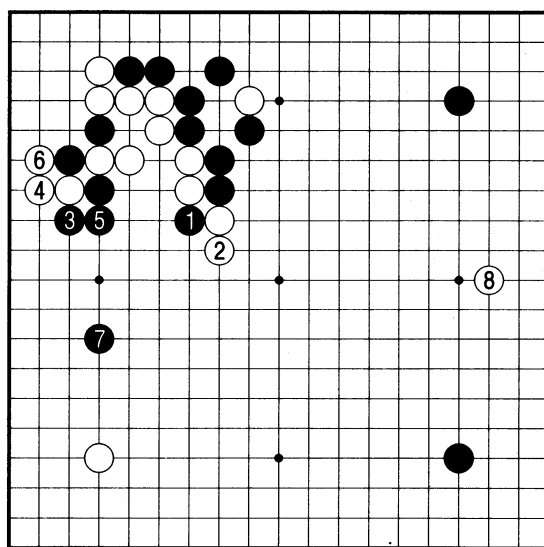
Dia 22. An even result

When White hanes with 2, the cut of Black 3 is the correct move. The sequence to Black 11 is an aggressive way of playing. This is an even result.



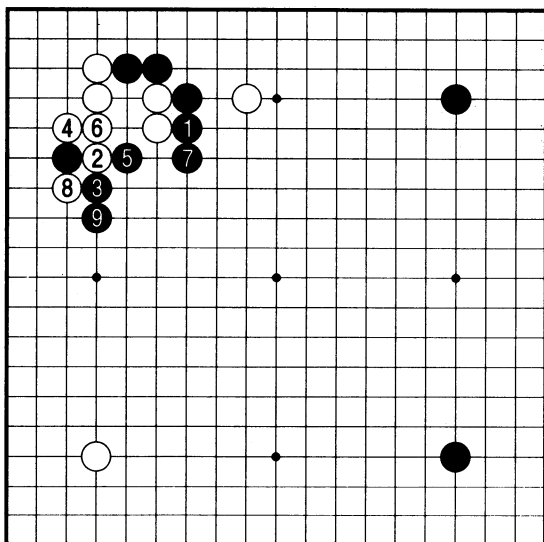
Dia 23. Black's stones are heavy.

After the exchange of Black 1 for White 2, there are two variations to be considered. After the sequence to White 6, Black 7 is a bit heavy. White's extension to 8 and the hane of 10 are very painful for Black. This is not good for Black.



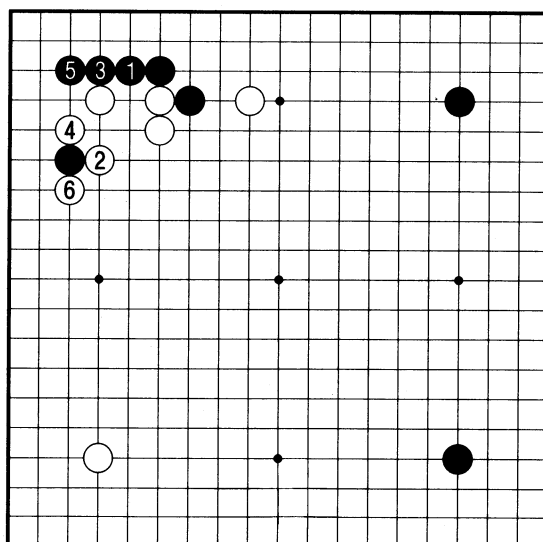
Dia 24. An even result

Instead of Black 7 in *Dia. 23*, Black should extend to 7. White would then split the right side with 8. This is an even result.



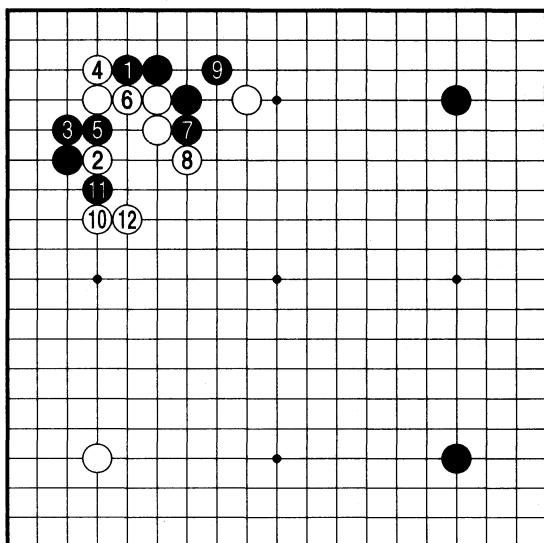
Dia 25. Success for Black

Against Black 1, White's attachment at 2 is normal. However, answering Black's hane at 3 with White 4 clings too strongly to territory. Black's moves from 5 to 9 are good. Black's thickness is better than White's territory.



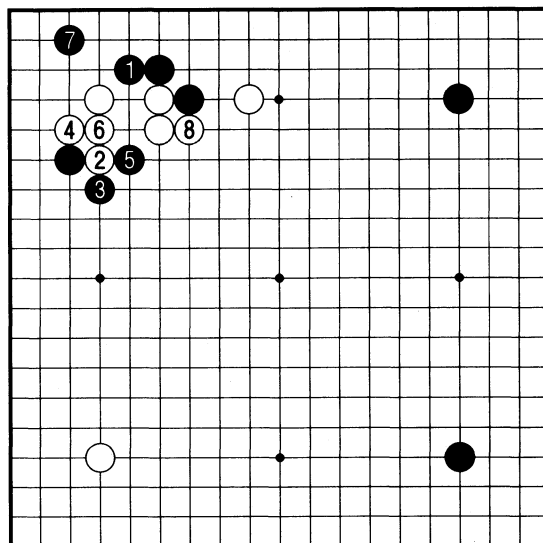
Dia 26. Simplicity for White

Against White 2, Black 3 is also possible. The sequence to White 6 can be expected. However, this result is slightly favorable for White.



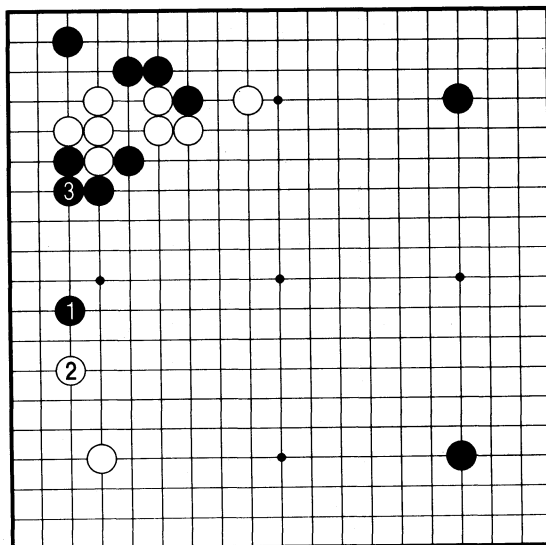
Dia 27. Unsatisfactory for Black

Against White's attachment at 2, Black 3 is not good in this position. White 4, 6, and 8 are good moves, and Black 9 is forced. White then attacks the black stones with 10 and 12. This result is good for White.



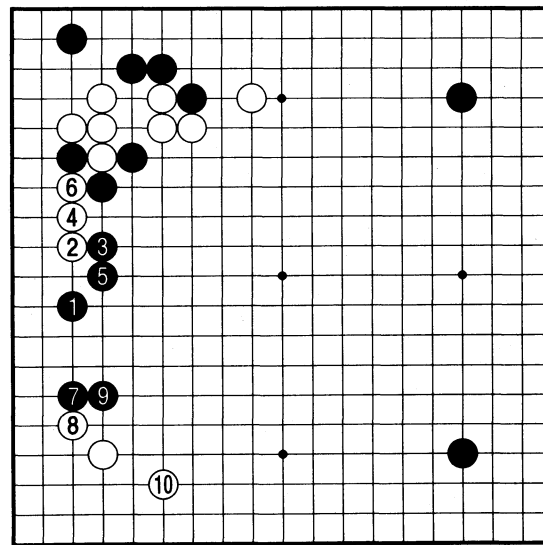
Dia 28. The correct move for Black

Black's hane at 3 is the correct move in this position. The sequence to Black 7 is now inevitable. White 8 is also a key point. Next—



Dia 29. Ideal shape for Black

Black's extension to 1 is a good move. White makes a checking extension to 2, but Black can make ideal shape by connecting with 3. This result is good for Black.



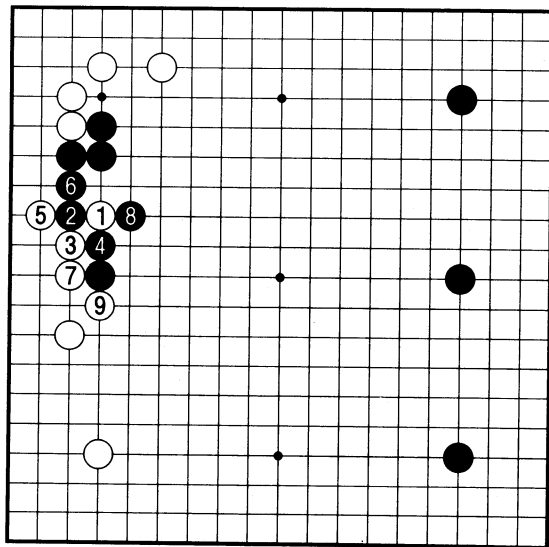
Dia 30. The correct move for White

If Black extends to 1, White's invasion at 2 is the correct move. Next, the sequence to White 10 is inevitable. This is an even result.

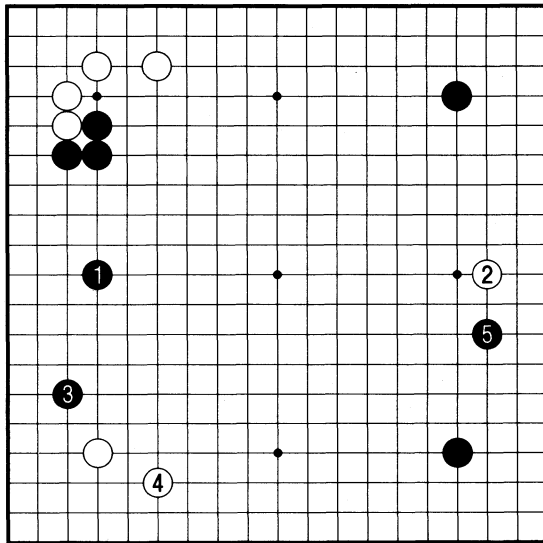
A 10x10 grid with the following elements:

- White circles at (1,9), (2,9), (2,8), (2,7), (3,7), (4,9), (4,8), and (9,1).
- Black circles at (2,7), (3,7), (5,8), (5,9), (6,9), and (9,9).
- Dots at (2,8), (3,8), (5,7), (5,8), and (7,8).

After Black 3, the sequence to Black 7 is a basic joseki. White's checking extension to 8 is a big move aiming at an invasion, but making a three-star formation with Black 9 is not small. This opening is well balanced between territory and influence.

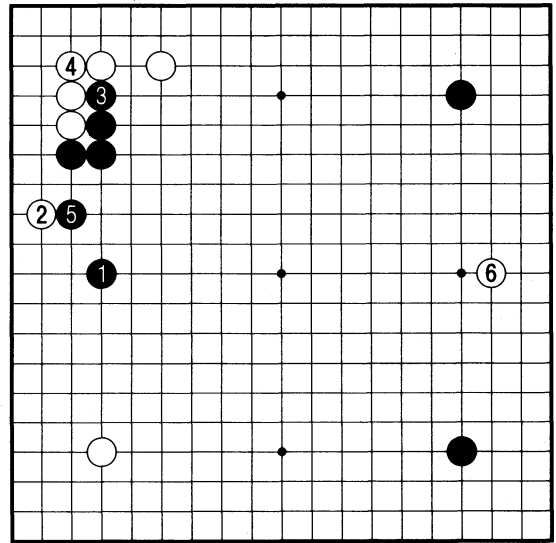


White's invasion at 1 is the key point. The sequence to White 9 can be expected. Even though White loses the initiative, White's territory is not small.



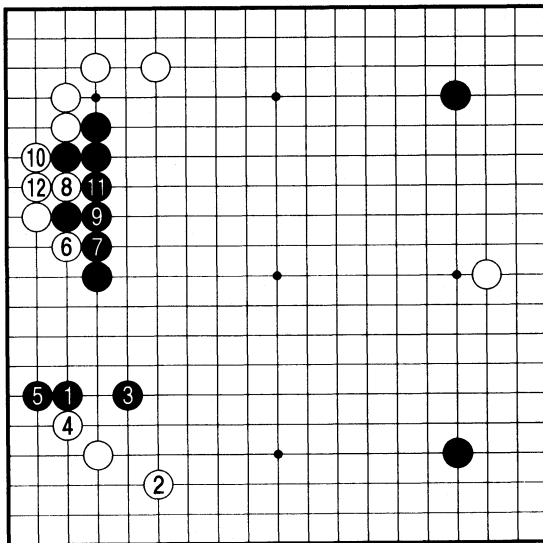
Dia 3. White's choice

If White ignores Black's extension to 1, splitting the right side with 2 is also possible. This move aims at a close game. Next, Black 3 is the key point. The sequence to Black 5 seems to be normal.



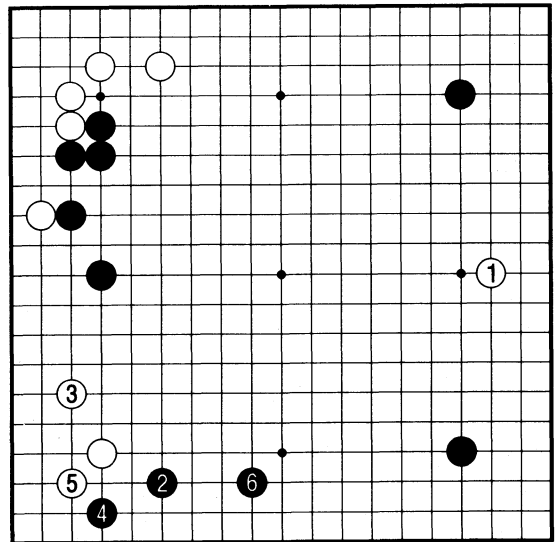
Dia 4. White's tactic

White's invasion on the second line at 2 is a tactical move. After the exchange of Black 3 for White 4, Black 5 is the usual response. Next, White takes the biggest point with 6. This result is satisfactory for White. Next —



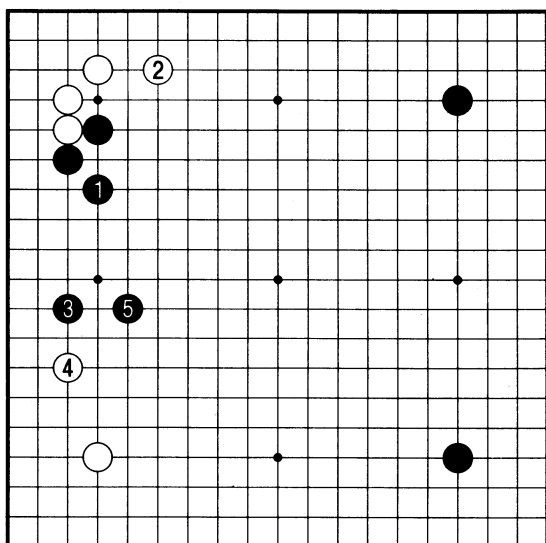
Dia 5. The wrong direction

Black's approach with 1, emphasizing the left side, is the wrong direction. After the sequence to Black 5, White hanes with 6. The result to White 12 is not good for Black.



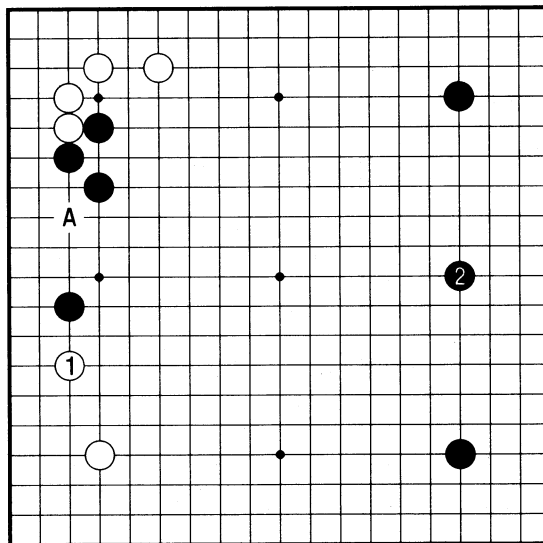
Dia 6. The correct direction

After White splits the right side with 1, Black's approach at 2 is the correct direction. Next, Black 4 and 6, played to build up the bottom, are good moves. This is an even result.



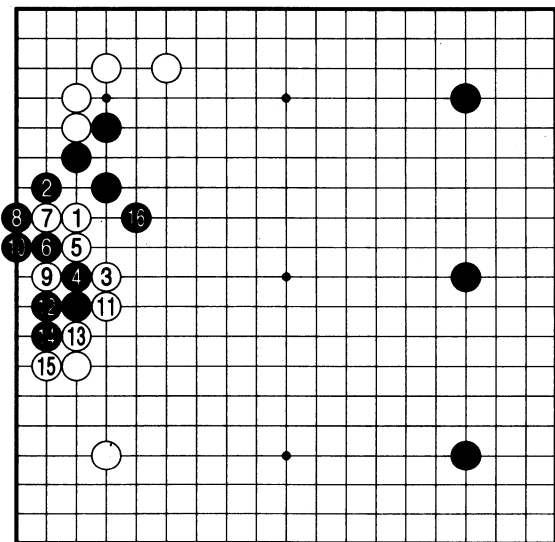
Dia 7. Diagonal connection

Black's diagonal connection at 1 is also possible. The sequence to Black 5 is a basic joseki. This is also an even result.



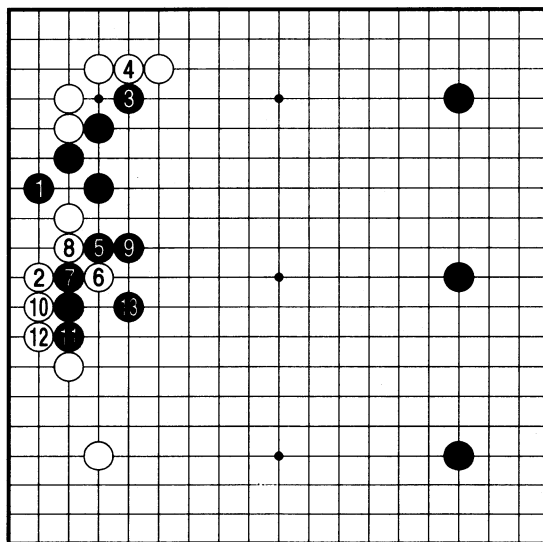
Dia 8. Speedy development

Against White's checking extension of 1, Black can take the largest point with 2. This move stresses speed of development. White can now aim at an invasion at A. Next —



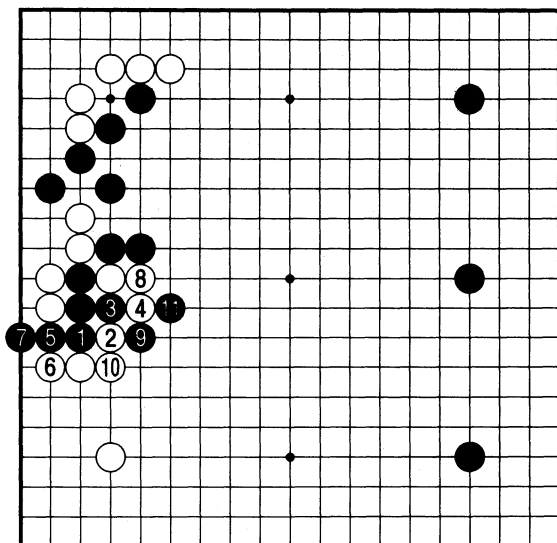
Dia 9. After the joseki

White's invasion at 1 is the key point. Next, Black's diagonal move at 2 is natural. The sequence to Black 16 is a basic joseki.



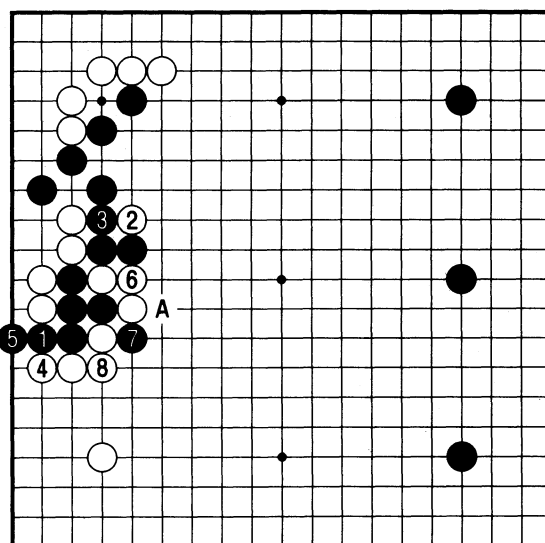
Dia 10. Another joseki

Against the diagonal move of Black 1, the knight's move of White 2 is also possible: it emphasizes territory. The sequence to Black 13 is also a basic joseki.



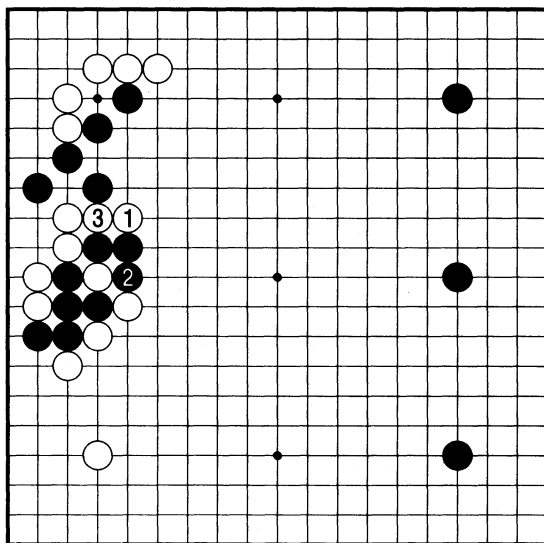
Dia 11. Disastrous for White

Against Black 1, White's hane at 2 is a tactical move. However, answering Black 5 with White 6 is dubious. After Black 11, White's three key stones can't escape because they are caught in a ladder.



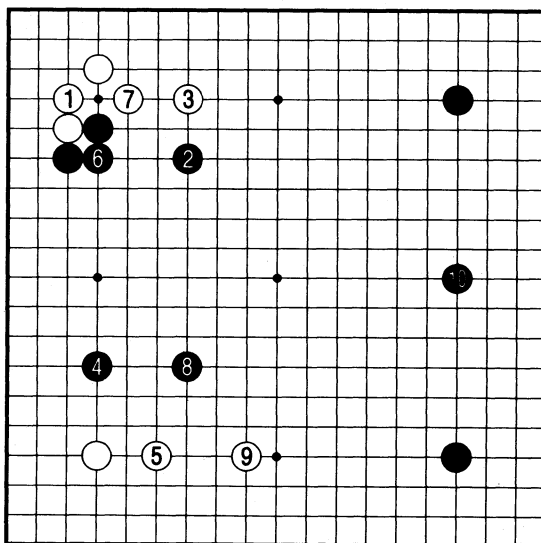
Dia 12. Breaking the ladder

White's peep at 2 is a good move to break the ladder. If White answers with 3, after the sequence to White 8, the ladder starting with Black A does not work. Black is in trouble.



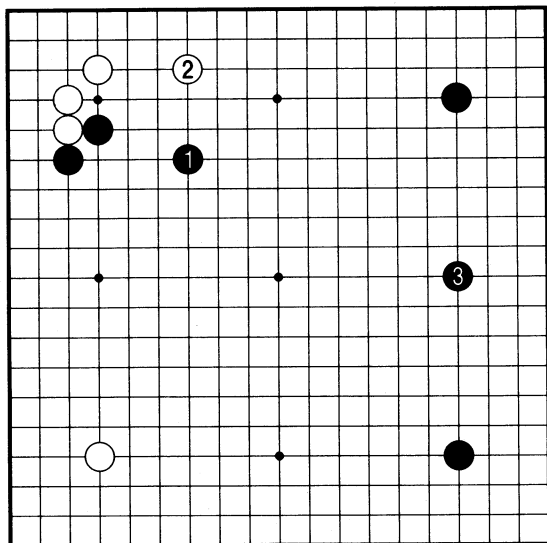
Dia. 13. The correct move for Black

Capturing a stone with Black 2 is the correct move. White 3 is forced. This sequence is playable for Black.



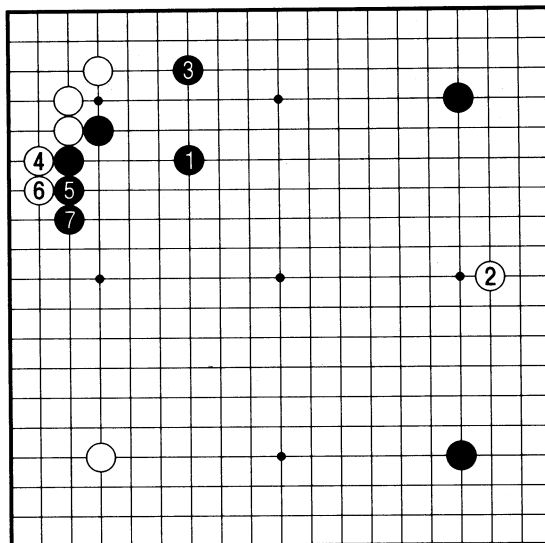
Dia. 14. A large-scale framework

The large knight's move of Black 2 is also possible. This move focuses on a large-scale framework. With the sequence to 10, Black has achieved his aim.



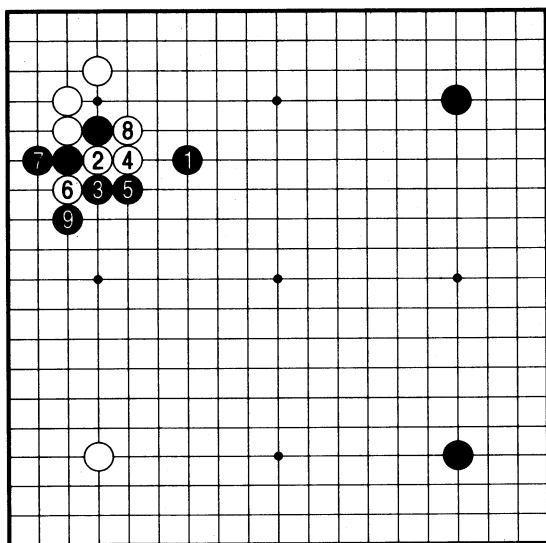
Dia 15. A variation for White

If White answers Black 1 with 2, Black's extension to 3, completing the three-star formation, is the proper move. Black's stones in the top left quadrant should be considered to be light.



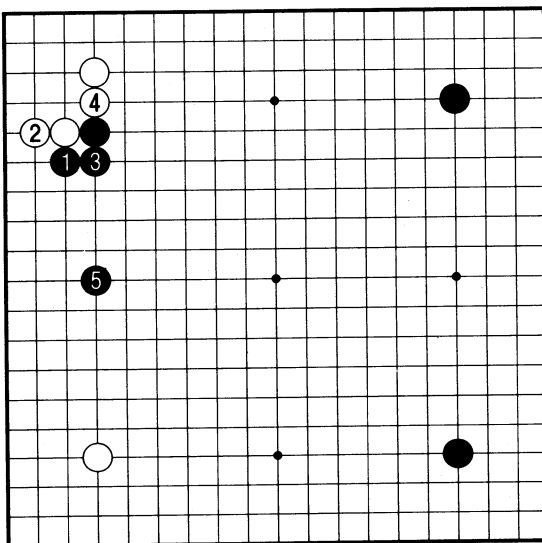
Dia 16. Satisfactory for Black

Against Black 1, splitting the right side with White 2 is a bit premature. Black 3 is an excellent response. After 7, Black's thickness is better than White's territory.



Dia 17. Satisfactory for Black

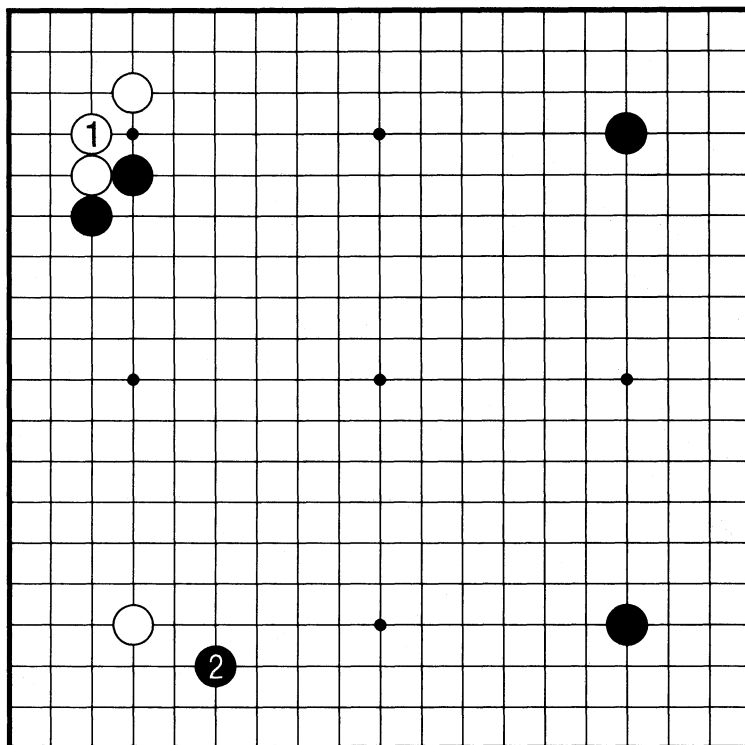
Against Black 1, White's cut at 2 is also a bit premature. Black 3 and 5, giving up a stone, are a good strategy. The result to 9 is good for Black.



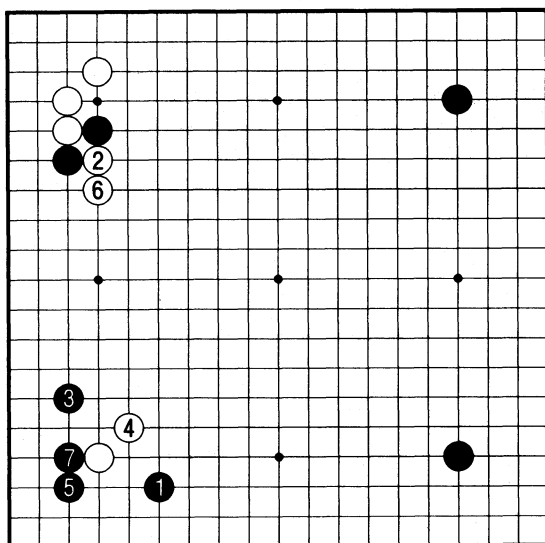
Dia 18. A territory-oriented joseki

Against Black 1, White 2 is also possible. The sequence to Black 5 is an old-fashioned joseki.

Pattern 21. A Change in Direction

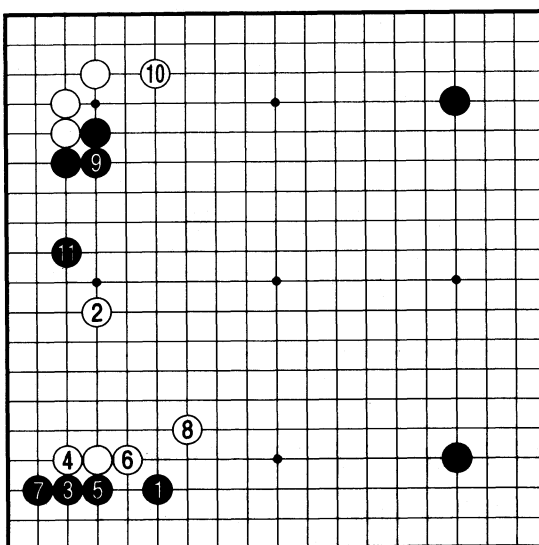


When White pulls back with 1, Black switches to the bottom and approaches with 2 without covering his weakness in the upper left. This is a tactical approach. Let's study the variations after this move.



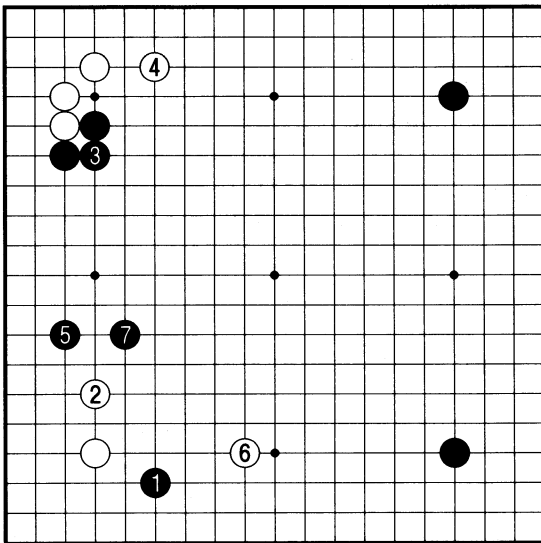
Dia. 1. Dynamic for Black

Answering Black 1 with the cut of White 2 is not good. Black's second approach at 3 becomes an excellent move. The sequence to 7 is a dynamic opening for Black.



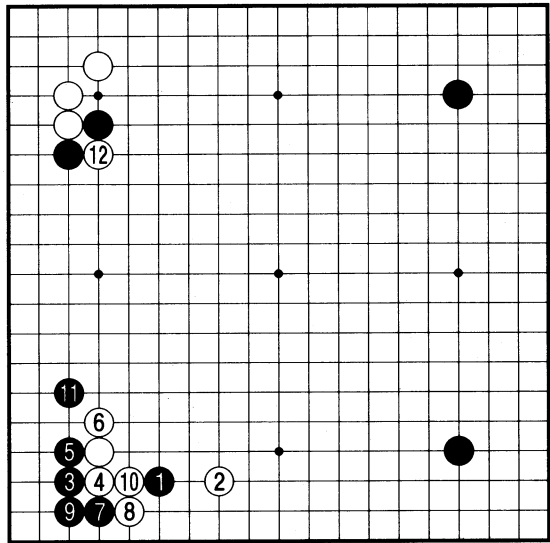
Dia. 2. Unsatisfactory for White

White 2 is also a possible response to Black 1. However, Black's invasion at 3 is very good. With the sequence to 11, Black has played on both sides, so this result is unsatisfactory for White.



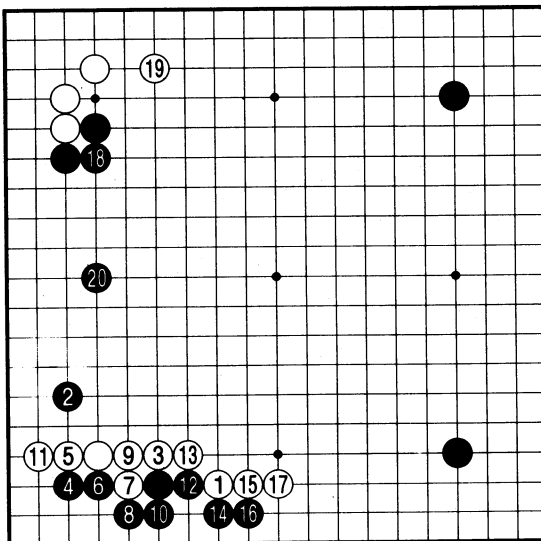
Dia. 3. Satisfactory for Black

White answers Black 1 with 2. After the exchange of Black 3 for White 4, Black's checking extension to 5 and the one-space jump to 7 are very good moves. This result favors Black.



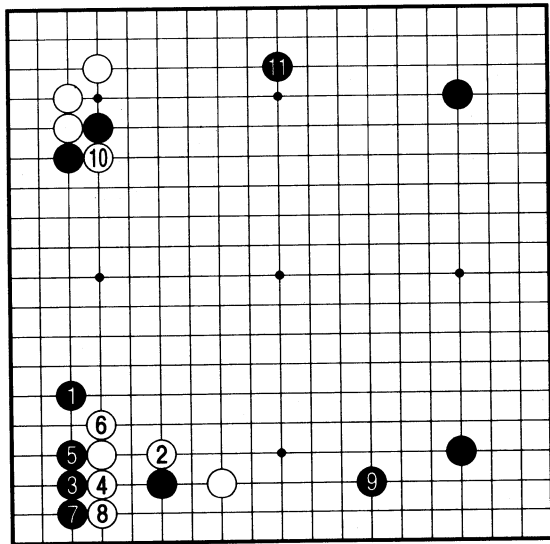
Dia. 4. Satisfactory for White

White could also pincer with 2. Black's invasion at 3 is a bit unreasonable. After settling the position in the lower left in sente, White takes the largest point with 12. However, the result is not all that bad for Black, so he should not be too unhappy.



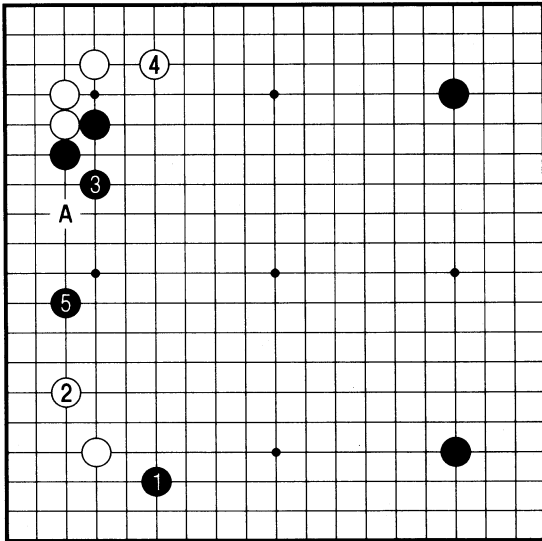
Dia. 5. A natural sequence

A second approach with Black 2 is reasonable in this position. The sequence to Black 20 is natural and often played. However, in this position, Black is developing more quickly than White.



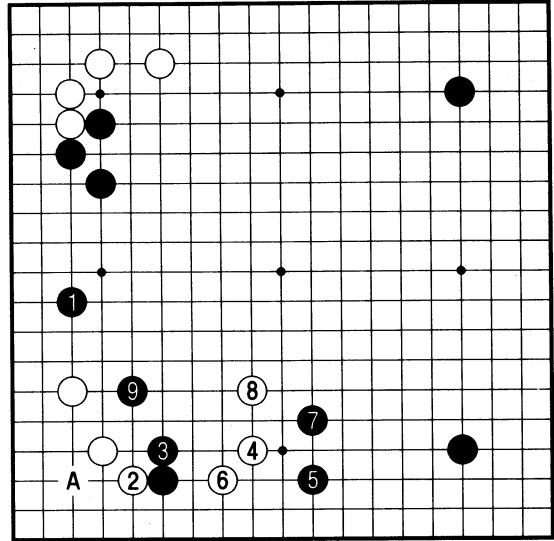
Dia. 6. Slightly better for Black

After the exchange of Black 1 for White 2, Black invades at 3. Blocking with White 4 is normal. The sequence to Black 11 is a possible opening continuation. However, the result is slightly better for Black.



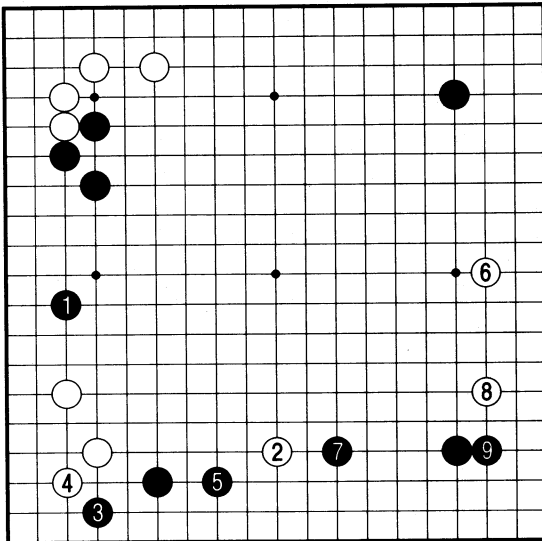
Dia. 7. Black's expectation

Black's approach at 1 is a probe, and he really expects White to answer with 2. Black 3 and 5 are also expected. This opening is playable for Black, because an invasion at A is not a very serious threat at the moment. Next —



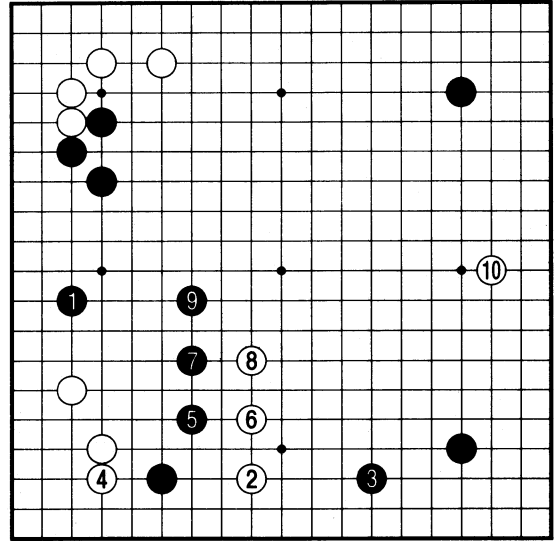
Dia. 8. Black is ahead.

White's diagonal attachment at 2 is questionable in this position. After Black's extension to 3, the sequence to Black 9 is one possible way of playing. This fight is clearly good for Black. Moreover, Black can still aim at an invasion at A.



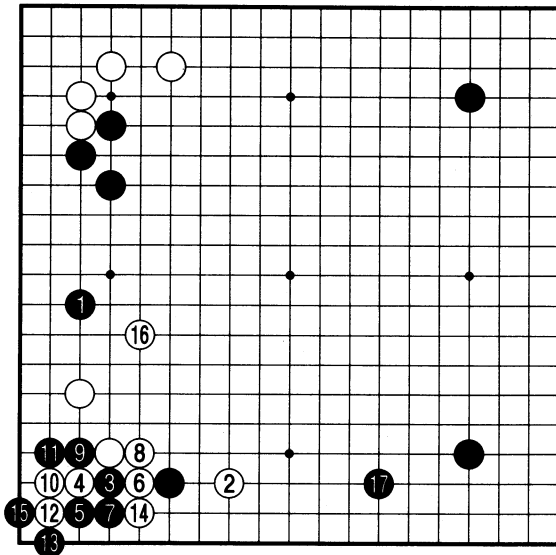
Dia. 9. Satisfactory for Black

After Black 1, White's pincer at 2 is also possible. Next, the knight's move of Black 3 and one-space extension to 5 are good enough in this position. With the sequence to 9, Black has more territory and better shape than White.



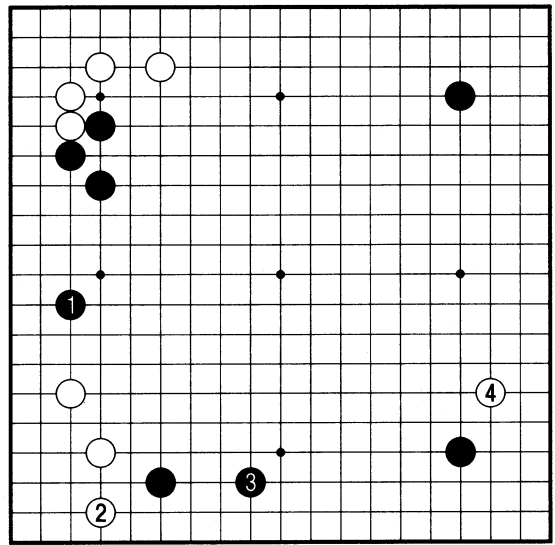
Dia. 10. The proper pincer

White's pincer at 2 is reasonable in this position. The sequence to White 10 can be expected, and is playable for both sides.



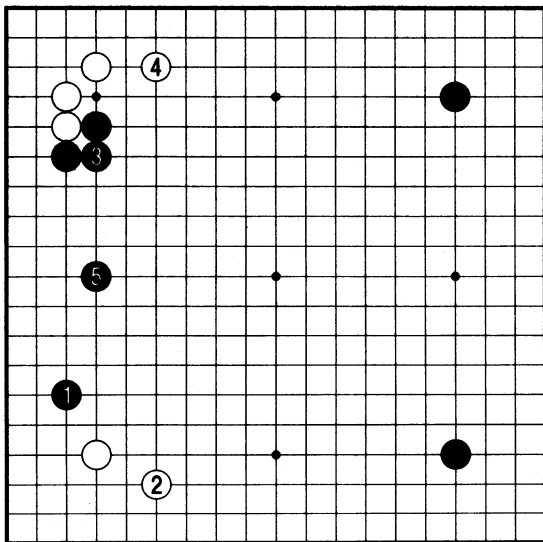
Dia. 11. One-space pincer

In response to Black 1, the one-space pincer of White 2 is also a possible strategy. Next, Black 3 and 5 are a natural way of playing. The moves to Black 17 can be expected. This is an even result.



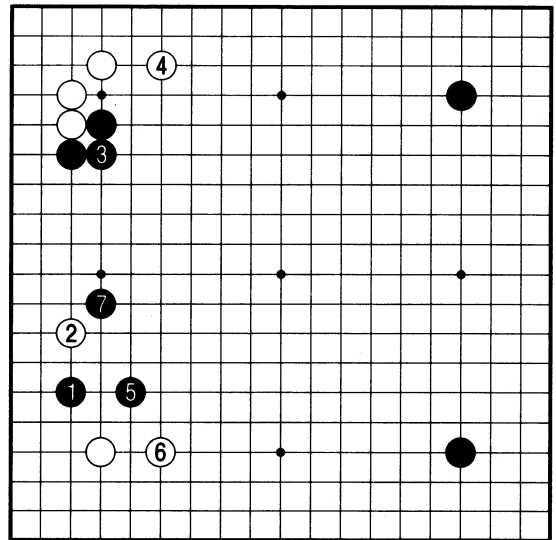
Dia. 12. A calm move

Taking the corner territory with White 2 is a calm strategy. If Black extends to 3, White approaches at 4. This is also an even result.



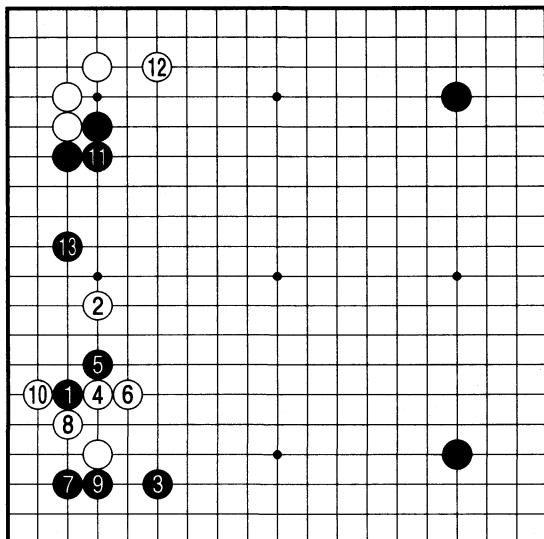
Dia. 13. An alternative way

Black's approach at 1 is also possible. If White answers with 2, the sequence to Black 5 is natural. This result is satisfactory for both sides.



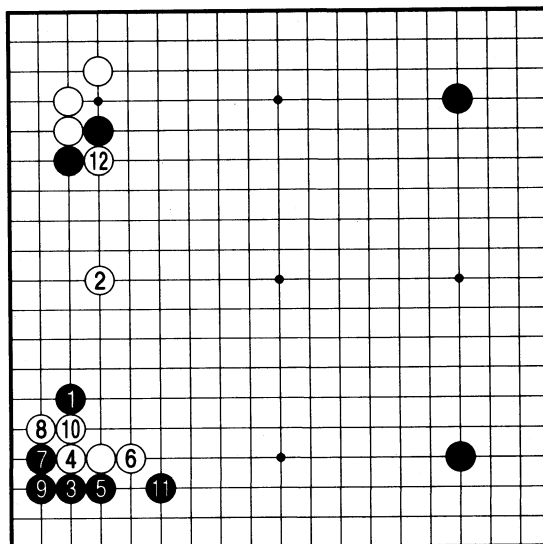
Dia. 14. An unreasonable pincer

Against Black's approach at 1, White's pincer at 2 doesn't seem to be good in this position. After the sequence to White 6, Black's shoulder hit at 7, attacking a single white stone, is a very good move. This result is satisfactory for Black.



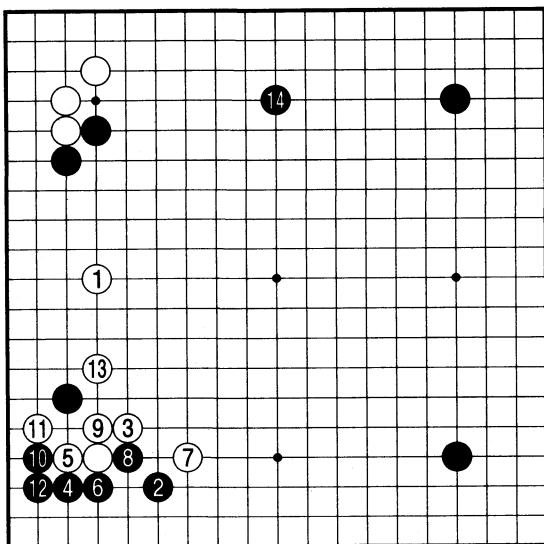
Dia. 15. Black's position is promising.

White might try the two-space high pincer at 2 instead of the one-space pincer in *Dia. 14*. With the sequence to Black 13, White has settled his group on the left side in sente. However, this variation is favorable for Black.



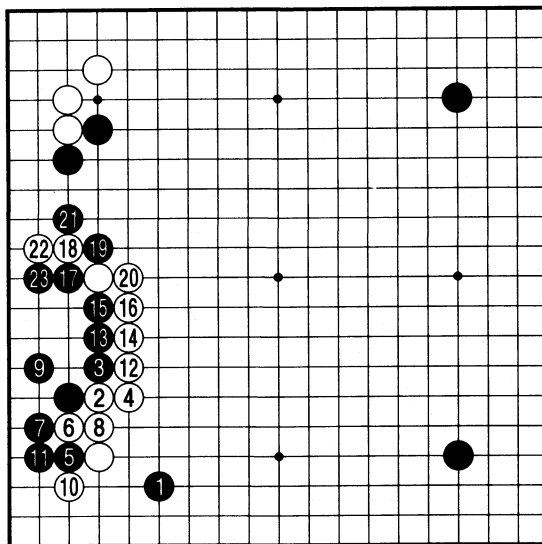
Dia. 16. Thick for White

White's three-space high pincer at 2 is good in this position. If Black invades the corner, the sequence to Black 11 is almost inevitable. Next, White cuts with 12. White's thickness is better than Black's territory.



Dia. 17. A variation for Black

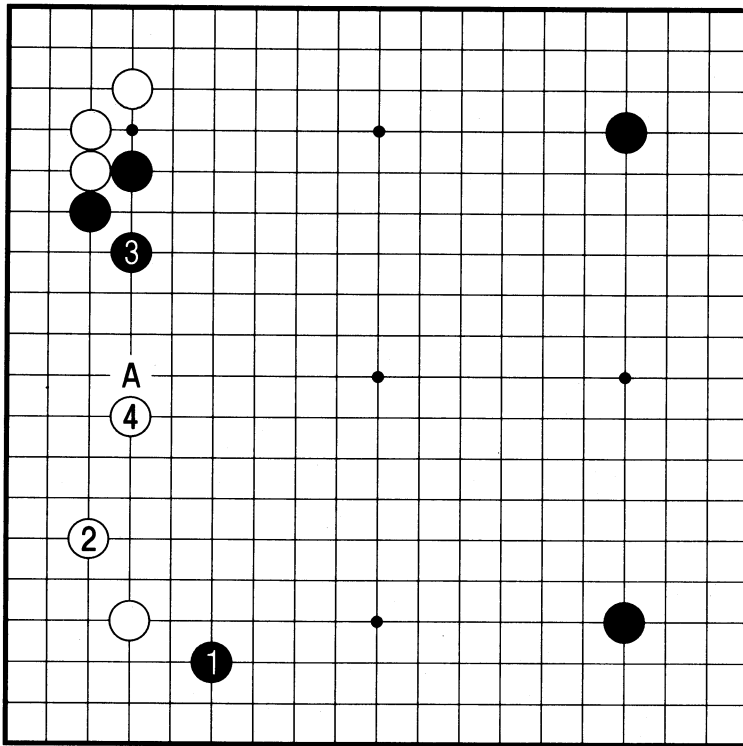
Against White's pincer at 1, Black's second approach at 2 is the proper move. The sequence to White 13 is a basic joseki. However, Black's extension to 14 is very good in this position, so the result is slightly better for Black.



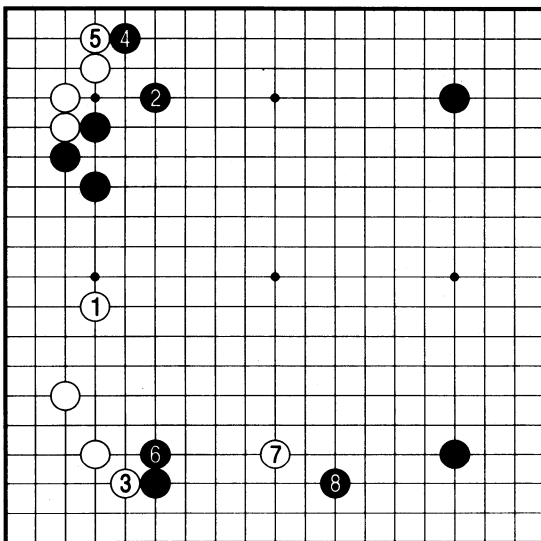
Dia. 18. Unsatisfactory for Black

The attachment of White 2 is played in the wrong direction. After Black 3, the sequence to Black 17 seems to be natural. However, White's block at 18 is not successful. If White insists, Black captures two white stones up to 23.

Pattern 22. A Dynamic Pincer

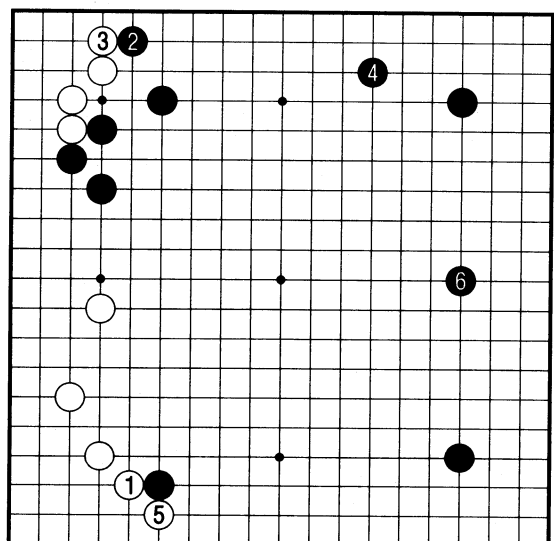


The sequence to Black 3 is a natural move order. However, White 4 spoils Black's aim. White 4 at A has the same meaning. Let's study the variations after this move.



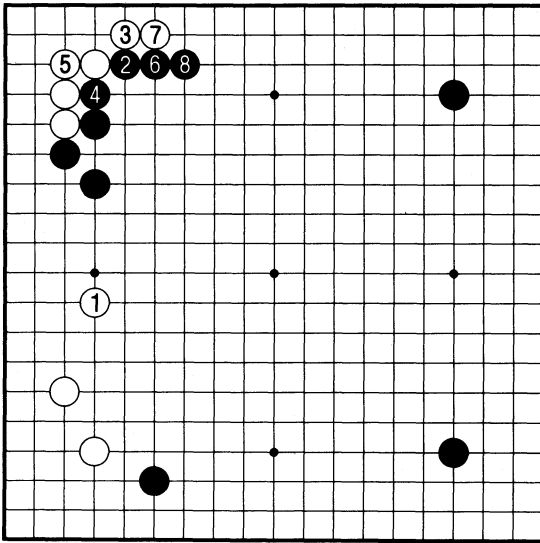
Dia. 1. A typical continuation

Against White's pincer at 1, the knight's move of Black 2 is the typical continuation. The sequence to Black 8 is a possible variation. This is an even result.



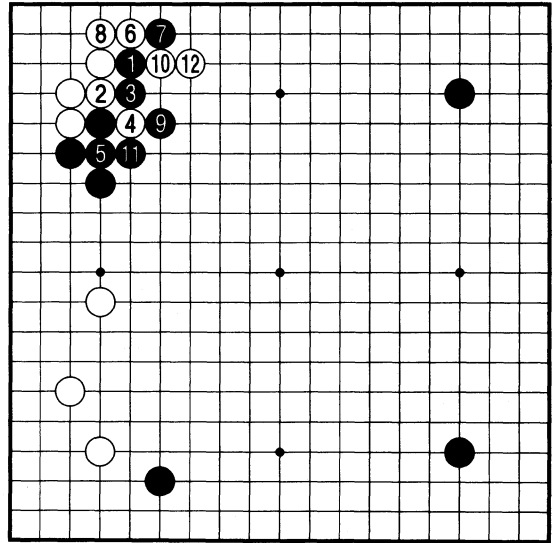
Dia. 2. Black is developing quickly.

After White 1 (3 in *Dia. 1*), Black exchanges 2 for White 3, then makes a corner enclosure with 4. If White next plays 5, Black extends to 6 and is developing more quickly than White.



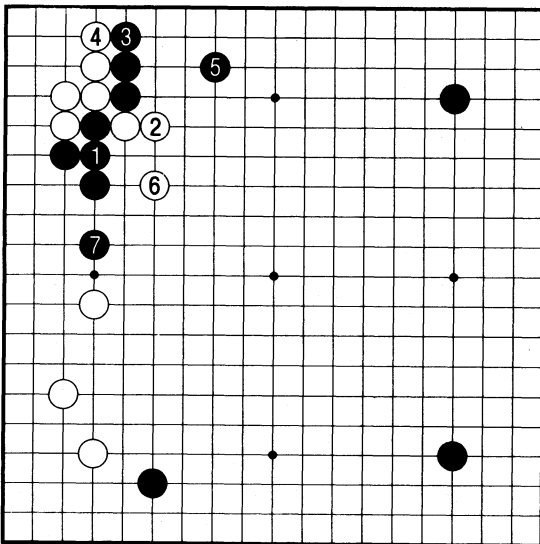
Dia. 3. Black is thick.

Black's attachment at 2 is the strongest move in this position. If White answers with 3, the sequence to Black 8 is inevitable. In this position, Black's thickness is better than White's territory.



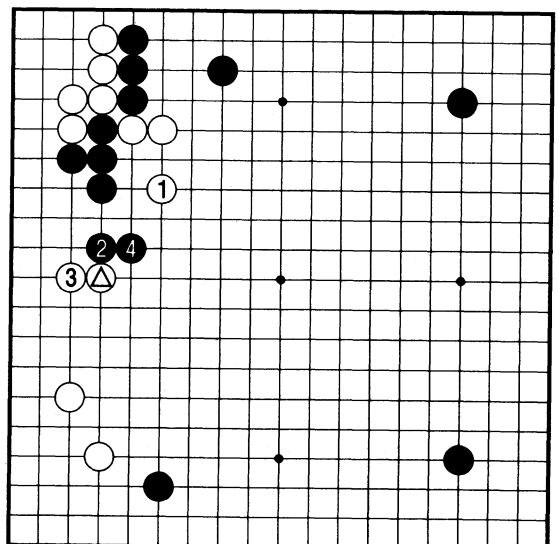
Dia. 4. White's resistance

White 2 and 4, cutting the black stone, are normal in this position. The moves to White 12 are one possible way of playing. This an even result.



Dia. 5. A variation for White

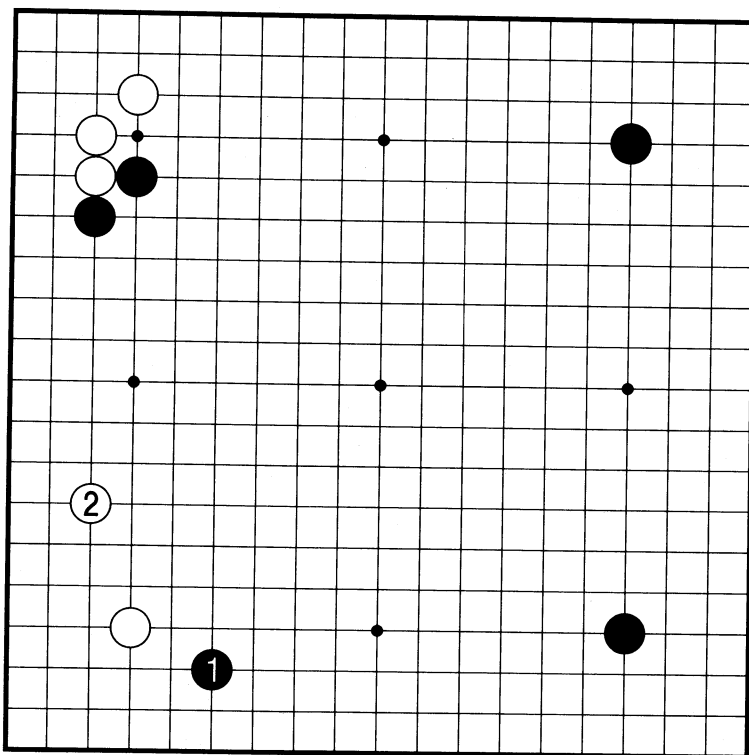
After Black connects with 1 (5 in *Dia. 4*), White's extension to 2 is a very strong move. The sequence to Black 7 is one possible way of playing. A difficult middle-game fight is now inevitable. Instead of Black 7 —



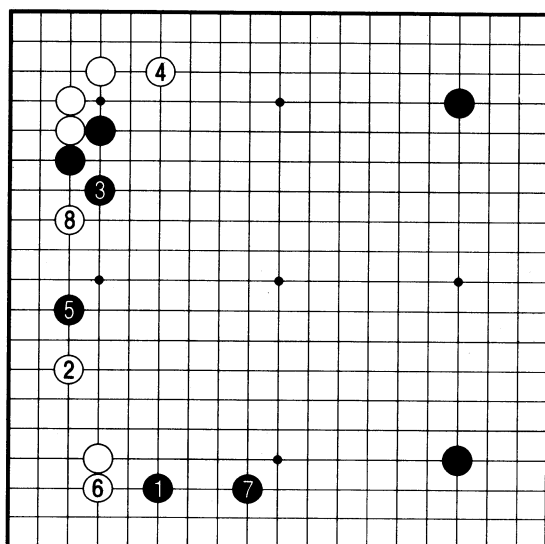
Dia. 6. The correct move for Black

After White 1 (6 in *Dia. 5*), with the marked white stone in place, Black's attachment at 2 is the tesuji. Next, White 3 and Black 4 are natural. This is an even fight.

Pattern 23. The Large-Knight's Response

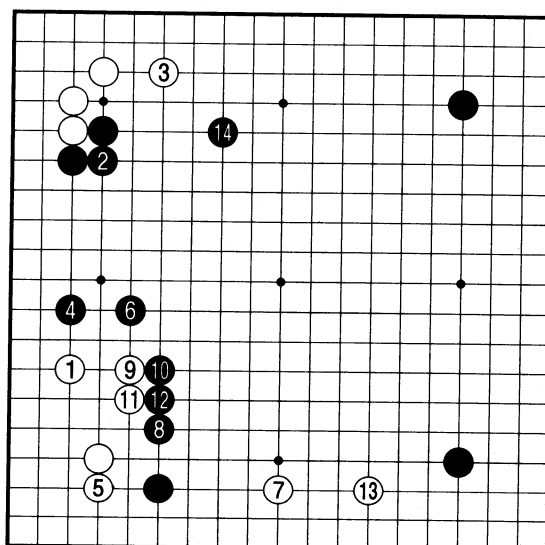


Against Black's approach at 1, the large-knight's move of White 2 is popular nowadays. This move induces Black to try and take advantage of its width by invading the corner. Let's discuss the variations after White 2.



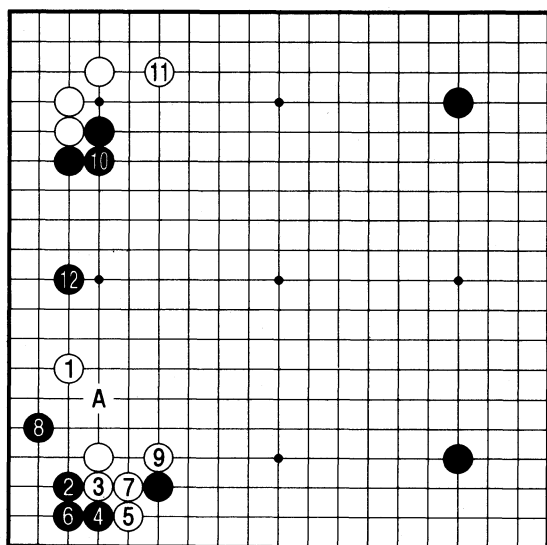
Dia. 1. White's aim

After the exchange of Black 1 for White 2, Black's diagonal connection at 3 and his extension to 5 are not good in this position. White exchanges 6 for Black 7, then invades with 8. This is very painful for Black.



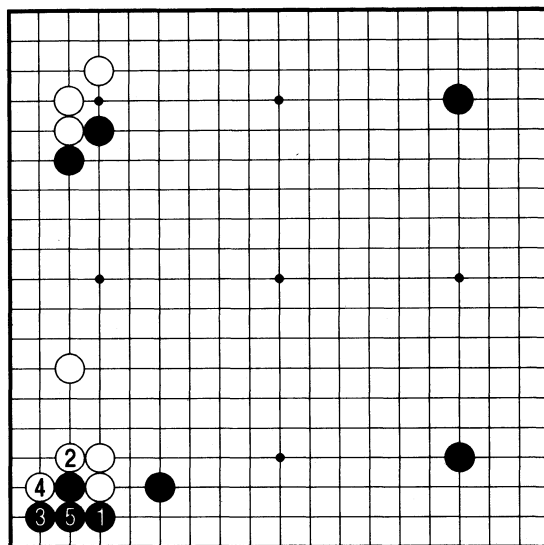
Dia. 2. A variation for Black

After White 1, Black's solid connection at 2 and his extension to 4 are correct. The sequence to Black 14 is one possible way of playing. This opening is playable for both sides.



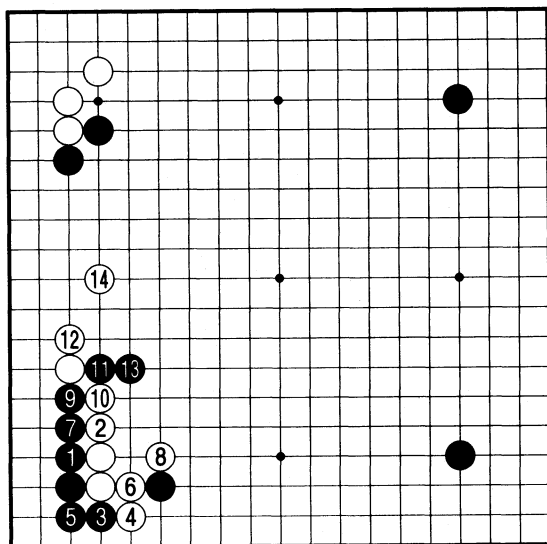
Dia. 3. Black's corner invasion

Black's corner invasion at 2 is another way of playing. White 3 is forced, but Black 4 is a little too passive. However, White 5 is the wrong direction. The continuation to Black 12 is normal. This result is not bad for Black because he can aim at A later.



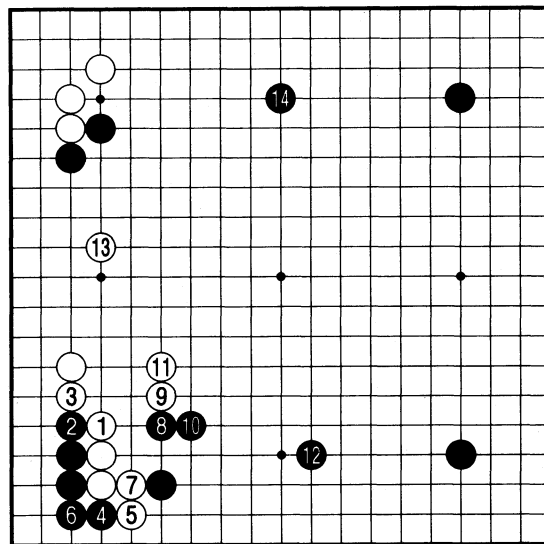
Dia. 4. The correct move for White

Turning with White 2 is the correct move. The sequence to Black 5 is one-way street. White now has sente. This result is playable for White.



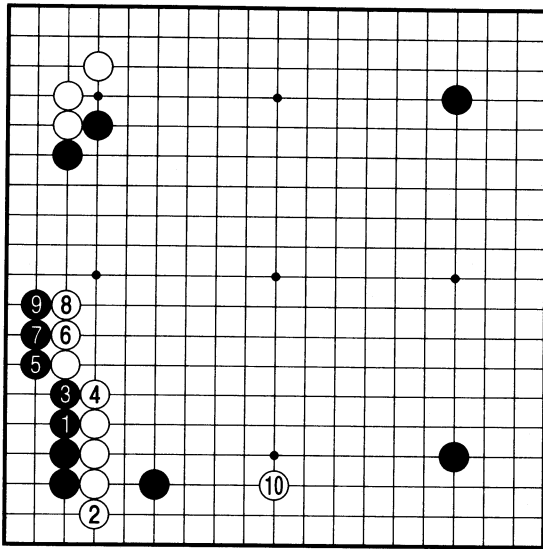
Dia. 5. Black's resistance

Pushing with Black 1 is the correct move, but Black 3 and 5 are impetuous. The sequence to White 14 is quite aggressive. However, White has the advantage in this fight.



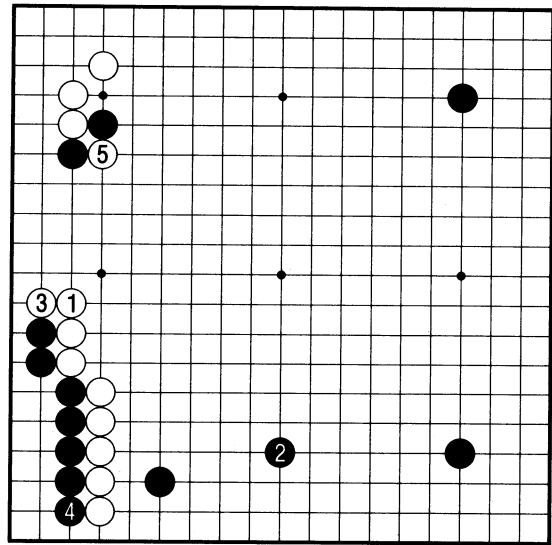
Dia. 6. Dynamic for Black

Against White 1, Black 2 is a good move. If White blocks with 3, Black's hane and connection at 4 and 6 are a good combination. The moves to Black 12 are a basic pattern, but 14 makes for a dynamic opening for Black.



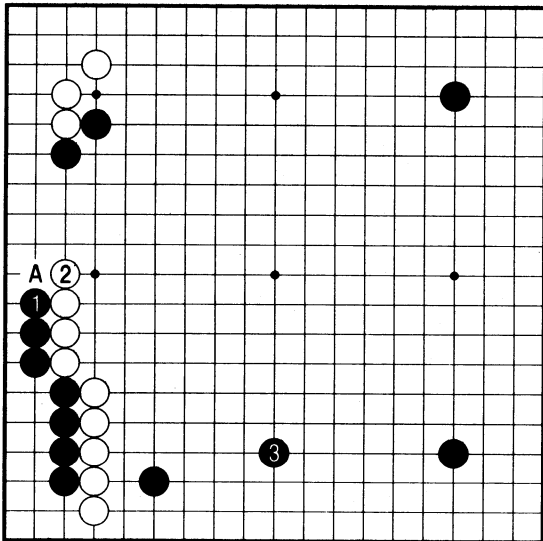
Dia. 7. A basic joseki

Against Black 1, White 2 is the correct move. The moves up to Black 9 are a basic joseki. Next, White attacks the lone stone at the bottom with 10. However, this pincer is a little too wide.



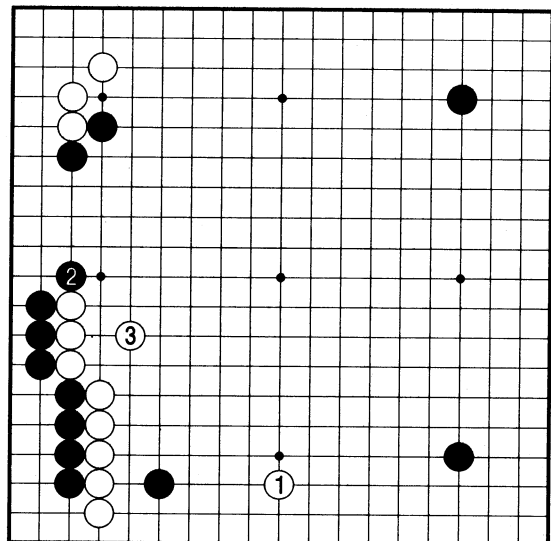
Dia. 8. Good for White

Black's push at 9 in *Dia. 7* is necessary. If Black omits it to take the big point at 2, White's block at 3 is a very good move — Black is forced to defend the corner with 4. Next, Black can cut at 5. This result is good for White.



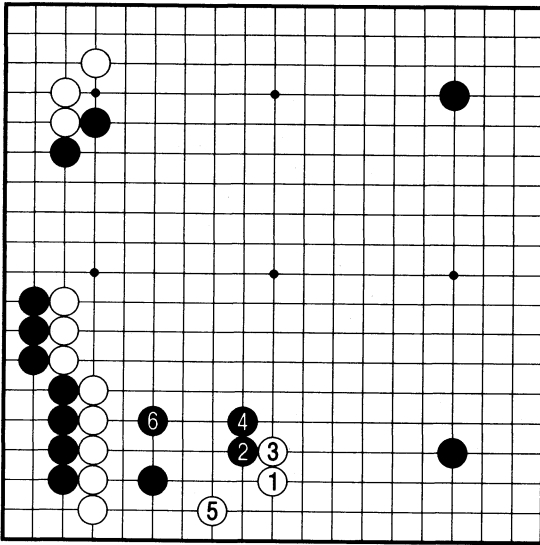
Dia. 9. Active for Black

Against Black 1, White's extension to 2 is not good, because Black can take the biggest point on the board with 3. White A is no longer sente, so this result is bad for White.



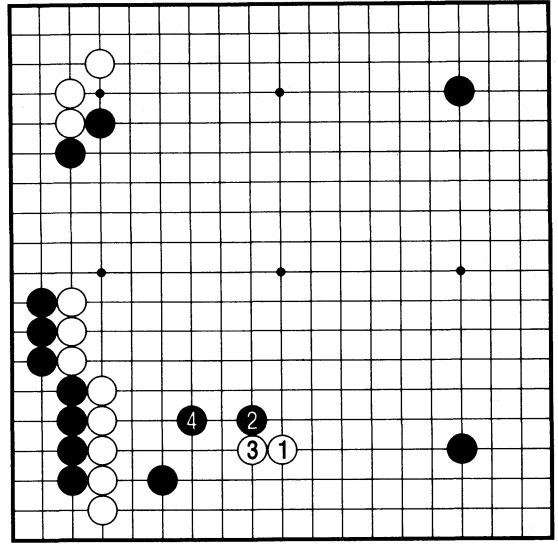
Dia. 10. Satisfactory for White

Against White's extension to 1, Black's hane at 2 is not good. White 3 makes good shape, so White's position at the bottom is ideal.



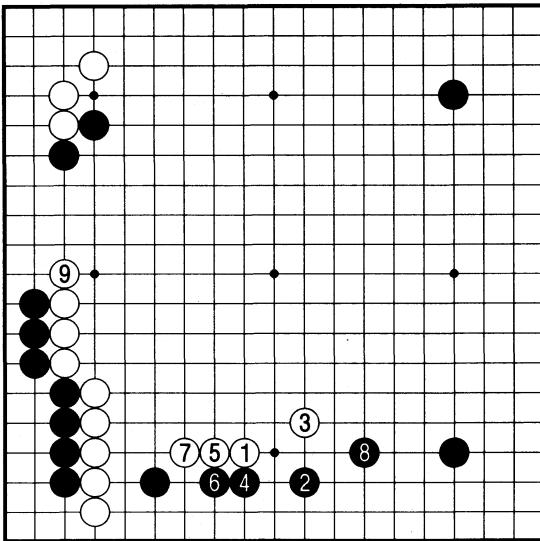
Dia. 11. Erasure White's moyo

In response to White 1, Black's shoulder hit at 2 is good. Next, Black 4 and 6 in answer to White 3 and 5 are good moves. Black has erased White's moyo, so he is satisfied with this result.



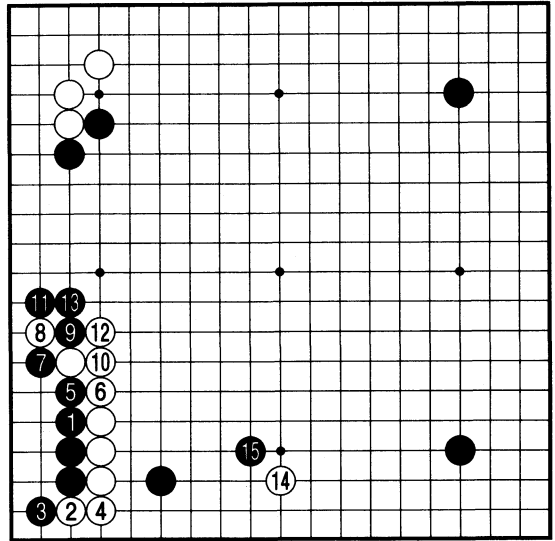
Dia. 12. Enough for Black

White 1 is another way of playing. However, Black 2 is another excellent shoulder hit. Next, Black's one-space jump to 4, in answer to White's push at 3, makes good shape. This result is also good for Black.



Dia. 13. The proper pincer

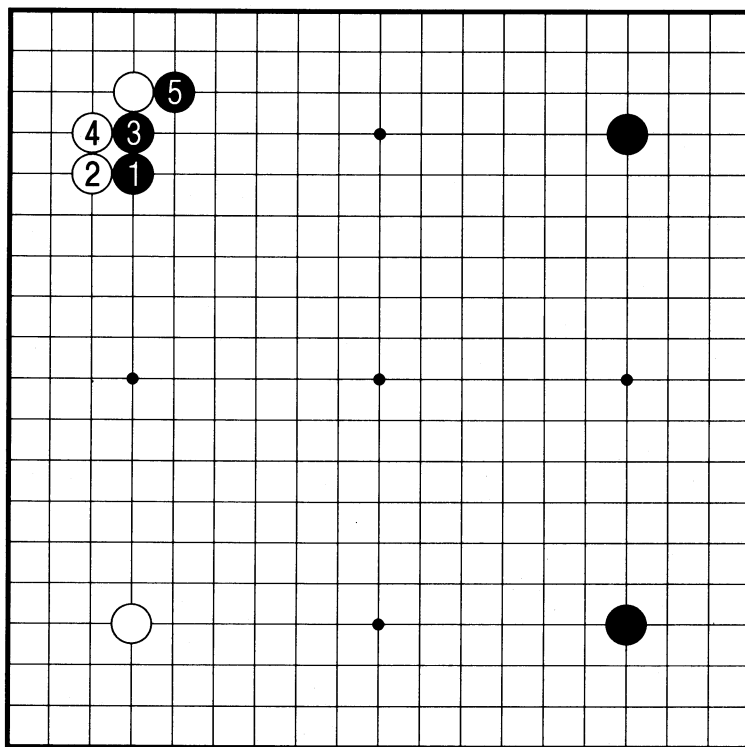
White 1 is the correct pincer in this case. Against Black 2, White 3 is a clever move. The sequence to 9 is playable for White.



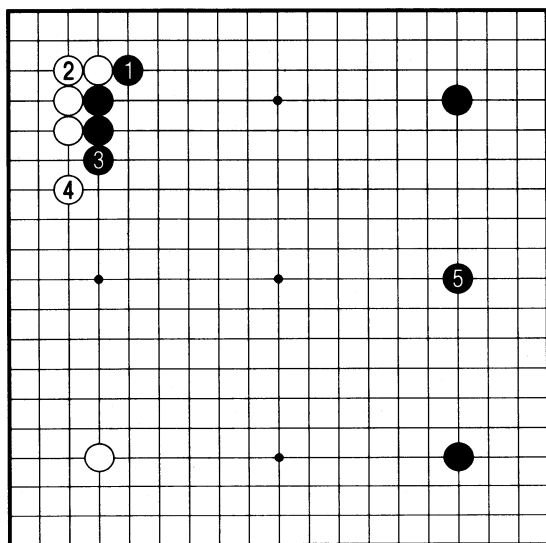
Dia. 14. Unreasonable for White

After Black 1, playing the hane and connection of 2 and 4 is questionable. White's aim is to play the two-step hane of 8. However, with the result to 15, White ends up with no profit.

Pattern 24. A Strategy Focusing on the Top

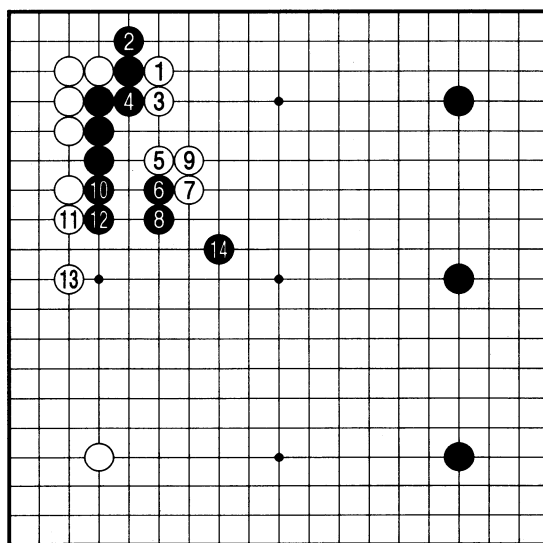


When White attaches at 2, Black's butt at 3 and hane at 5 emphasize the top. This is a feasible strategy. Let's discuss the variations after these moves.



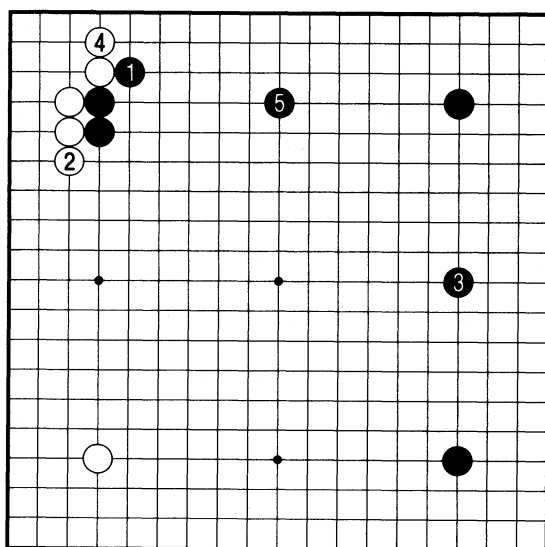
Dia. 1. Dynamic for Black

In response to Black's hane at 1, the connection of White 2 aims to simplify the position. The continuation to Black 5 can be expected. However, Black has a rather dynamic game after this. Next —



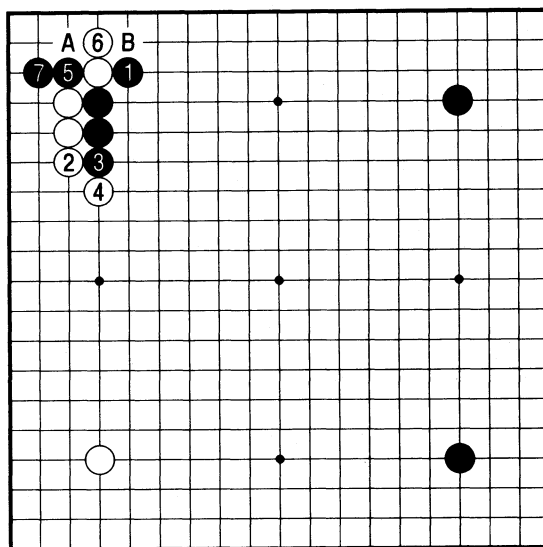
Dia. 2. Continuation

White's clamp at 1 is the key point for attacking Black's stones. The sequence to Black 14 is one possible way of playing. Black's stones are working well.



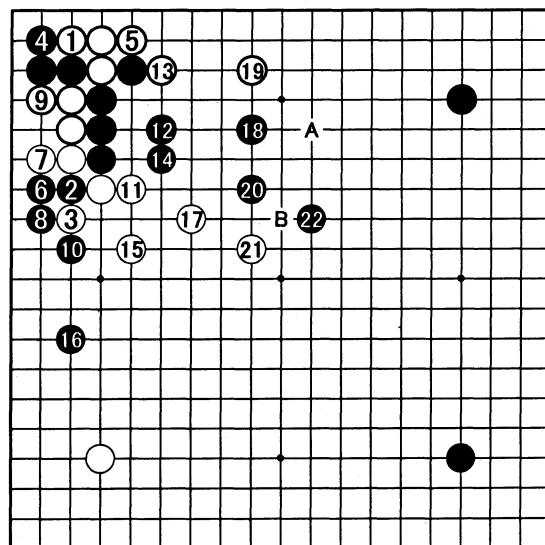
Dia. 3. Normal move

In answer to Black's hane at 1, White's extension to 2 is the normal move in this position. The sequence to Black 5 is one variation. This is a typical opening, well balanced between territory and influence.



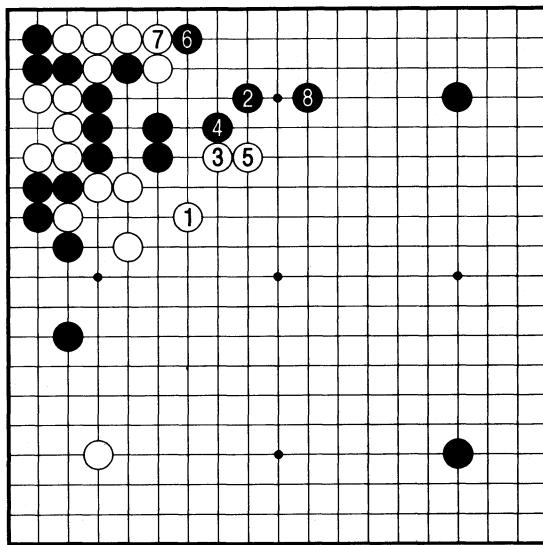
Dia. 4. A complicated joseki

After the exchange of Black 1 for White 2, if Black plays 3 and White answers with 4, a complicated joseki, called the 'large avalanche joseki' is inevitable. Next, the moves to Black 7 are forced. White now has a choice between A and B. This is the first turning point in this joseki.



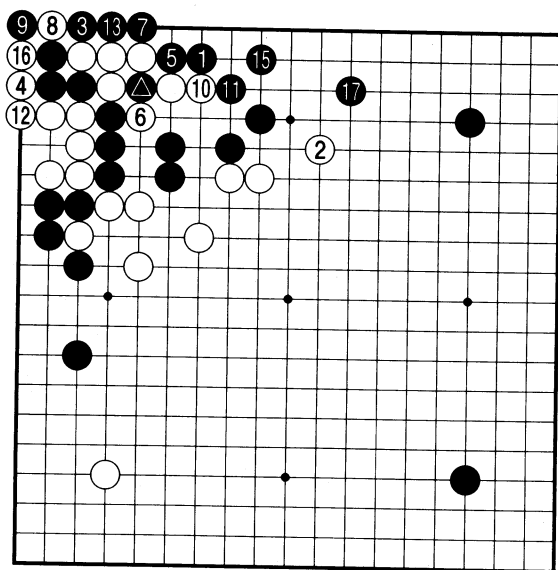
Dia. 5. Emphasizing territory

Turning into the corner with White 1 emphasizes territory. The sequence to Black 22 was played in the 3rd CSK Cup (2004). Previously, Black played 20 at A and White answered with B.



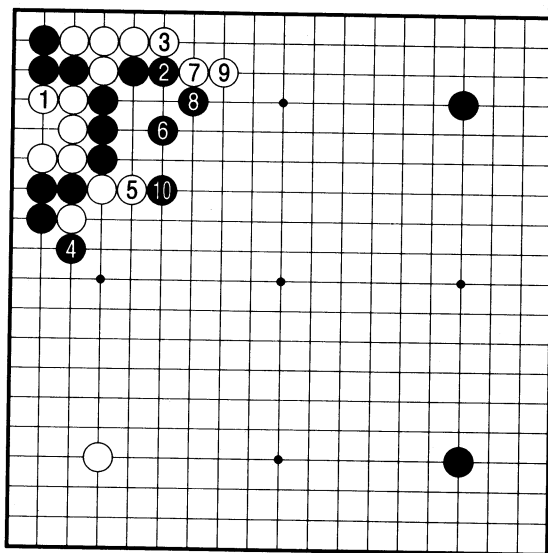
Dia. 6. An even result

When White plays the knight's move of 1 (17 in Dia. 5), Black 2 is also possible. Next, White 3 is the key attacking point. The result to Black 8 is even.



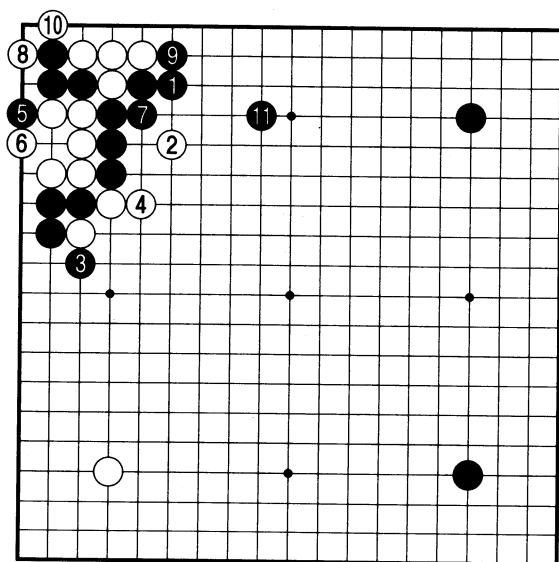
Dia. 7. Unreasonable for White

When Black peeps at 1, White 2 is unreasonable. Black 3, 5 and 7 are good moves. Black gets a very good result with the sequence to 17. (White 14 at the marked stone)



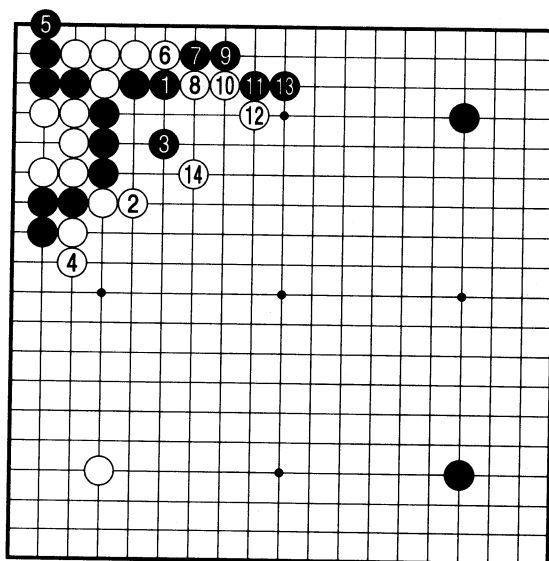
Dia. 8. A good tesuji

In answer to White 1 (9 in *Dia. 5*), Black's extension to 2 was a popular move. After the exchange of White 3 for Black 4, the sequence to White 9 can be expected. The attachment of Black 10 is now a good tesuji.



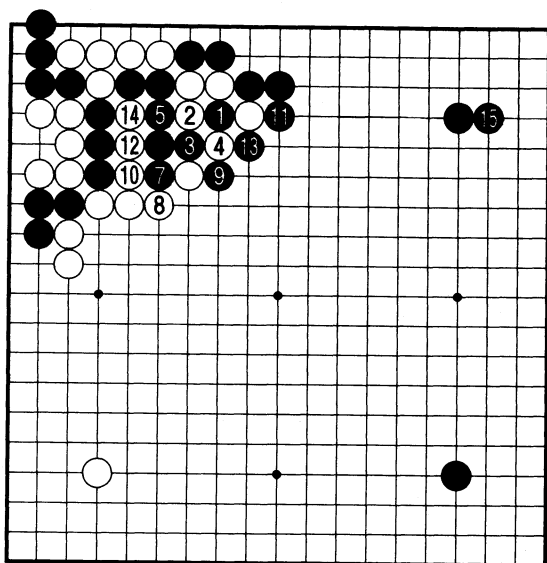
Dia. 9. Good for Black

Against Black's extension to 1, White 2 is the key point for destroying Black's shape. However, it fell out of favor. After the exchange of Black 3 and White 4, the sequence to Black 11 can be expected. This result is good for Black.



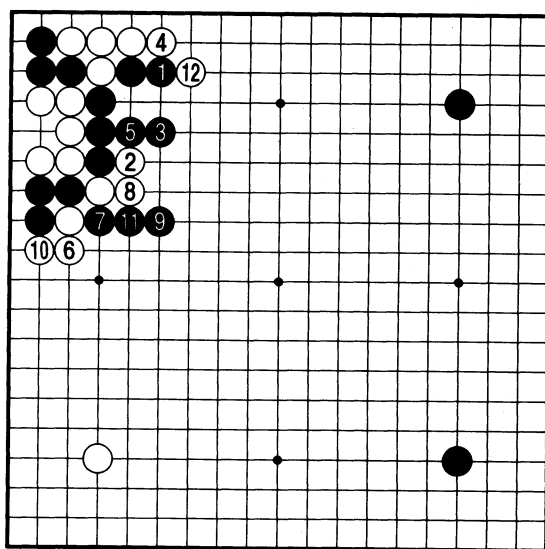
Dia. 10. Powerful moves by White

White extends to 2 and 4. These are very powerful moves. Black 5 is now forced. Up to White 14, Black's group seems to be in great danger. Next—



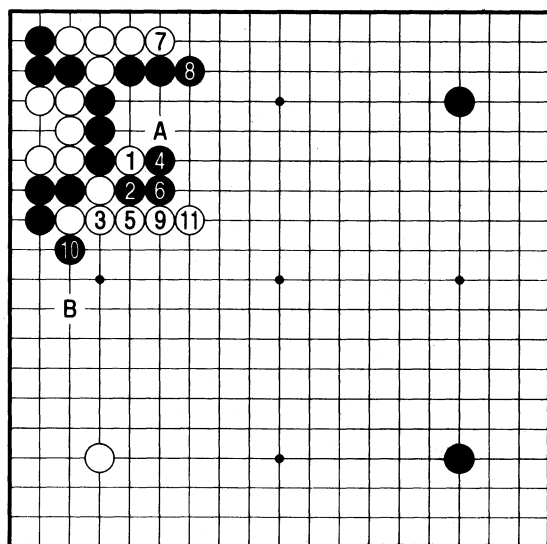
Dia. 11. Enough for Black

Black 1 is the only move that will rescue his stones. Next, Black 3 and 5 are a good squeeze, forcing White to connect with 6 (at 1). Up to 15, the result is slightly better for Black.



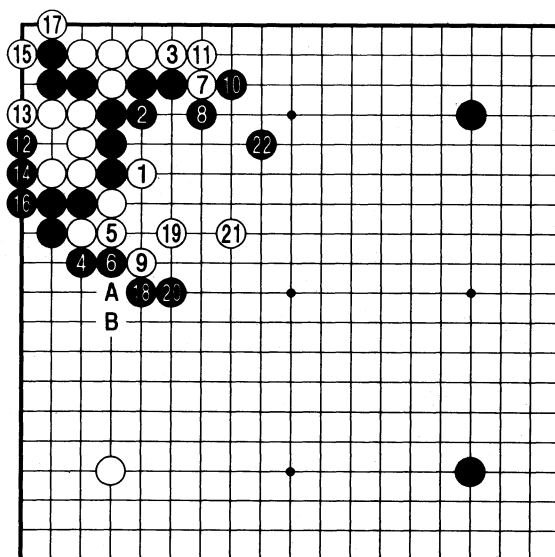
Dia. 12. A good result for White

Against Black's extension to 1, White's hane at 2 is also possible. Black 3 looks like the key point of this shape, but is a questionable move. With the sequence to 12, White gets a good result.



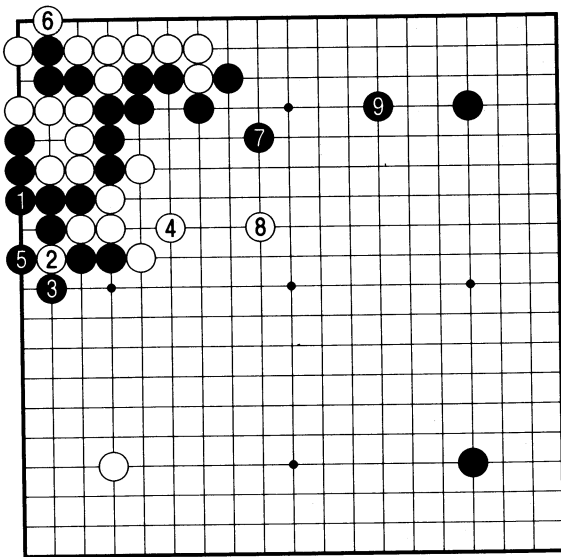
Dia. 13. Black is in trouble.

If Black atari's with 2 and captures a stone with 4, White plays 5 in sente. After the exchange of White 7 for Black 8, White 9 and 11 are good moves. Now the points A and B are miai for White. Black is in trouble.



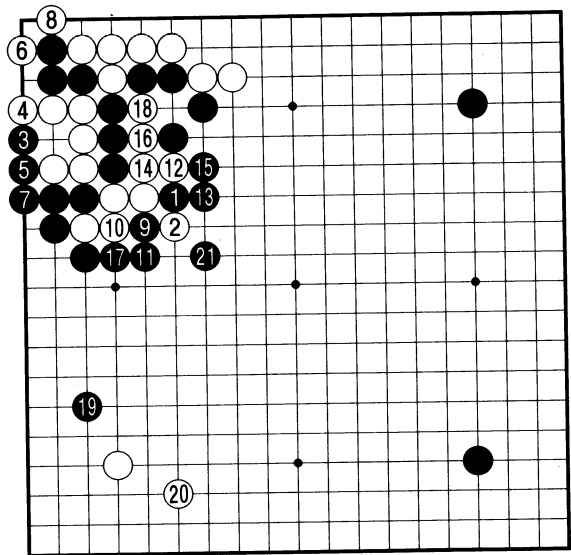
Dia. 14. The correct move for Black

In answer to White's hane at 1, connecting with Black 2 is the correct move. The sequence to Black 22 can now be expected. This result is good for Black. If White cuts at A, Black B kills the cutting stone.



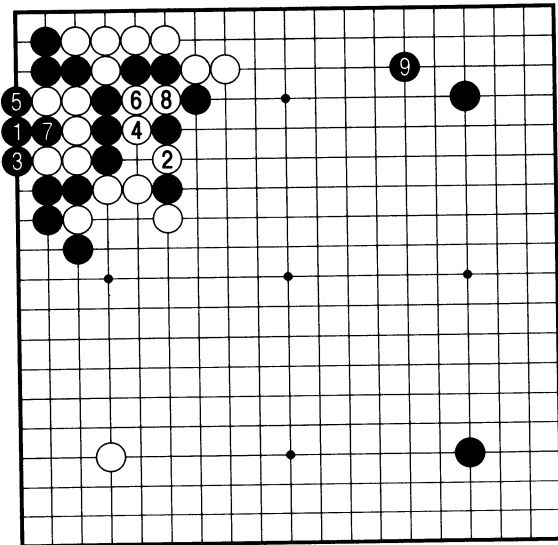
Dia. 15. White's plan

Against Black's connection at 1, White's cut at 2 aims to take the initiative. The sequence to Black 9 follows naturally. However, this result favors Black.



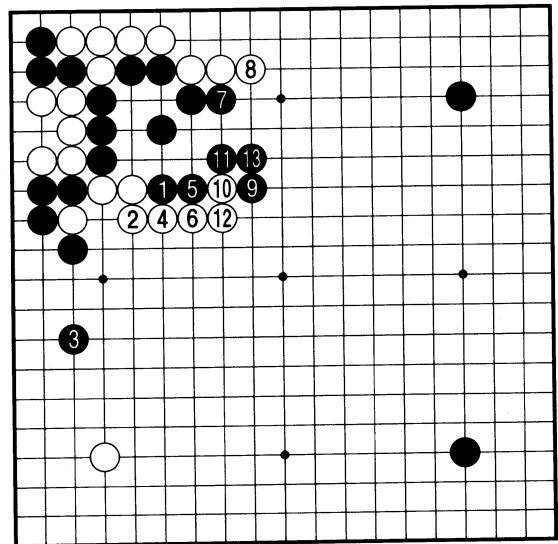
Dia. 16. Good for Black

In response to Black's attachment at 1 (10 in *Dia. 8*), White's hane at 2 looks like a tesuji. However, after the sequence to White 8, Black's cut at 9, is a good sacrifice tesuji. The result to Black 21 is a good for Black.



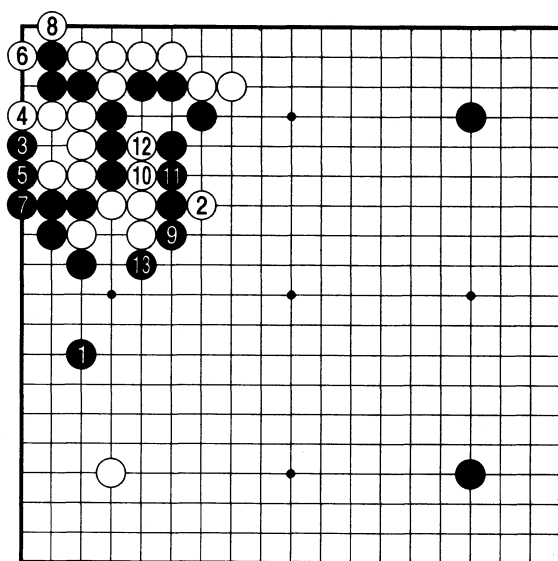
Dia. 17. Good for Black

In answer to Black's placement at 1, the atari of White 2 is possible. The sequence to White 8 can now be expected. Next, Black 9 restricts White's influence at the top while taking the corner territory. This result is good for Black.



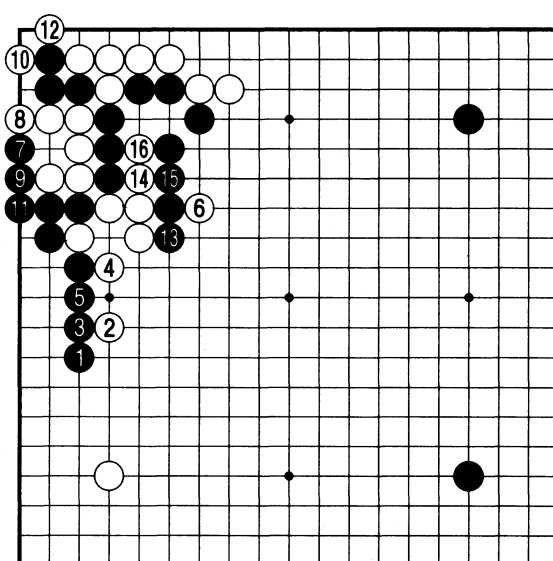
Dia. 18. The correct move

When Black attaches with 1, turning with White 2 is the correct move. The sequence to Black 13 is best for both sides. This is a joseki.



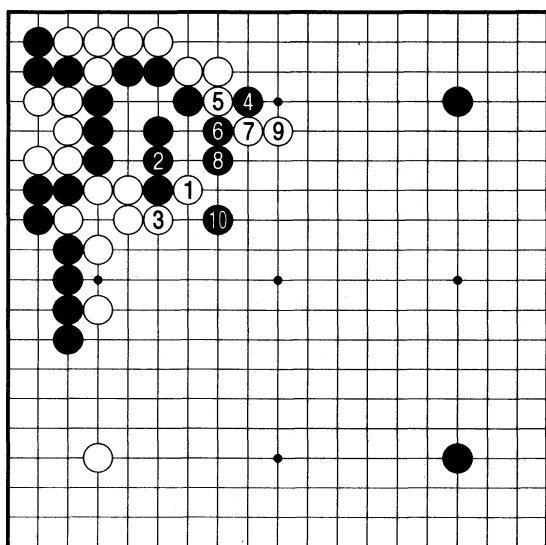
Dia. 19. Black gets influence

After Black extends to 1, White's clamp at 2 looks like a tesuji. However, it's unreasonable in this position. The sequence to White 8 is forced. Black now plays 9 to 11, sacrificing some stones for influence. This influence is superior to White's territory.



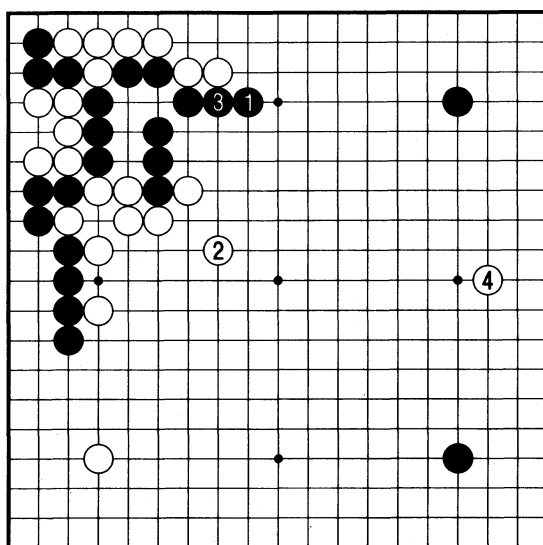
Dia. 20. A variation for White

After Black extends to 1, White can play the sequence to 4. Black must defend with 5, so White can clamp with 6. The sequence to White 16 is a possible variation. This result seems to be better for White.



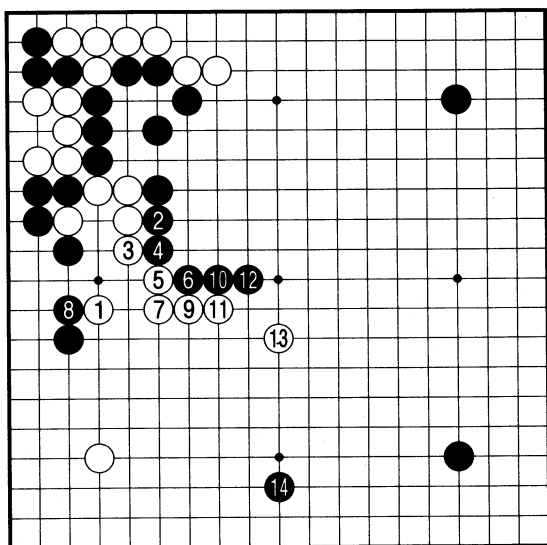
Dia. 21. The correct move for Black

In response to White's clamp at 1, Black's connection at 2 is the correct move. After White blocks with 3, Black 4 is a trick move. If White immediately cuts through with 5 and 7, he falls into Black's trap. After Black 10, White will be at a disadvantage in the fight that will follow.



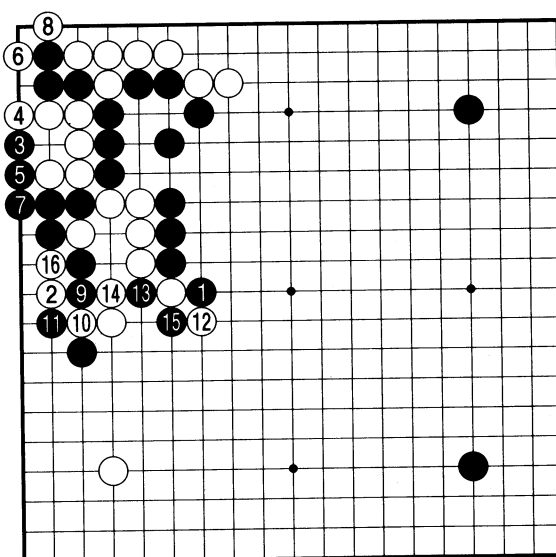
Dia. 22. White's quick development

Against Black 1, White has to reinforce with 2. This is the correct move. Black's connection at 3 is forced, and White establishes a position on the right with 4. This seems to be the biggest move. White is developing faster than Black.



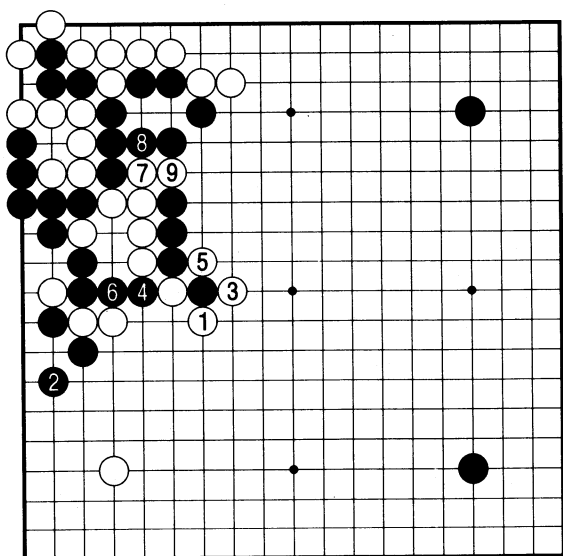
Dia. 23. The correct move for Black

When White peeps with 1, pushing with Black 2 and 4 is well timed. The sequence to White 13 is natural. Next, Black extends to 14. This results in a dynamic position for Black. Instead of White 7 —



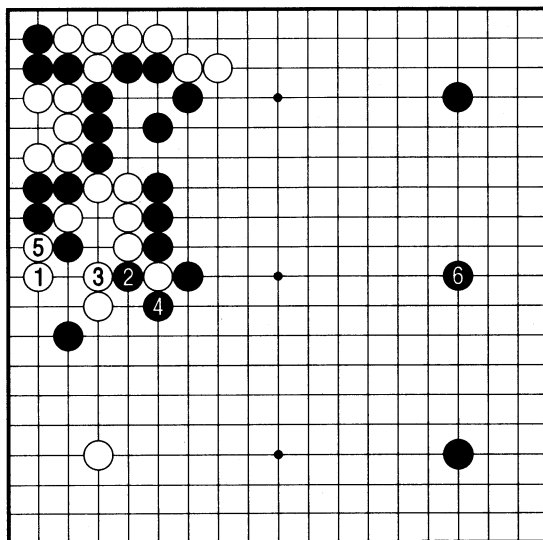
Dia. 24. White is ahead

White's placement at 2 is the vital point. The sequence to Black 11 can be expected. White 12 is now a tesuji. The result to 16 is slightly better for White.



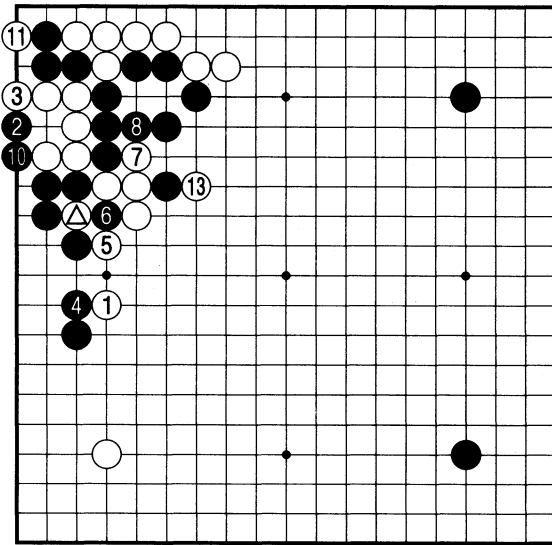
Dia. 25. White is satisfied

In answer to the two-step hane of White 1, if Black plays the diagonal connection of 2, White 3 will be very painful for Black. Black counterattacks with 4 and 6. However, White 7 and 9 are good yet simple moves. Black is in bad trouble.



Dia. 26. The correct move for Black

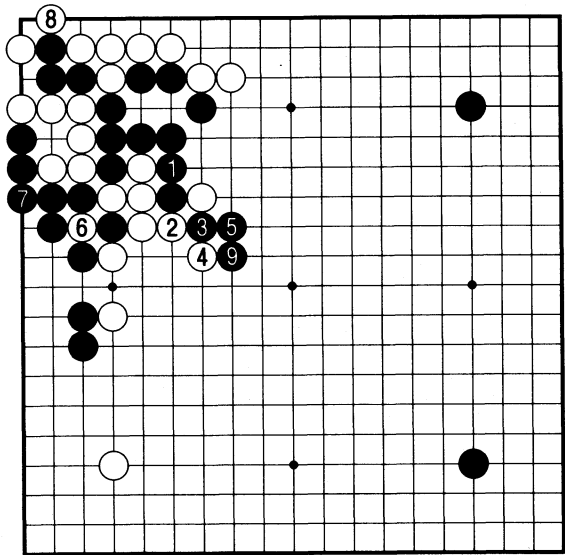
Against White's placement at 1, Black 2 and 4, capturing a single stone, are correct. Next, White 5 and Black 6 are inevitable. This result is good for both sides.



Dia. 27. Powerful resistance

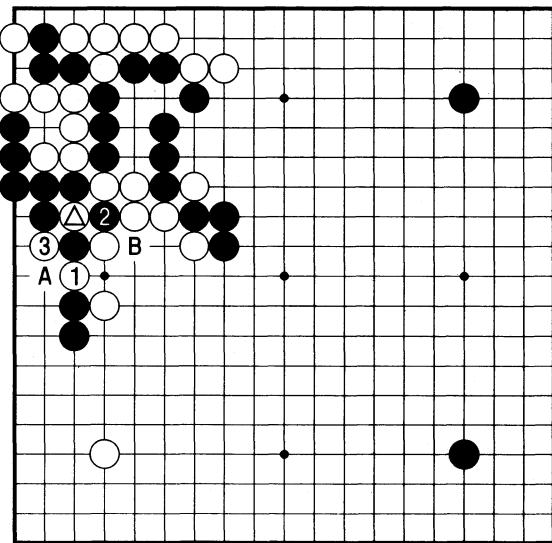
After White 1, if the ko is favorable for Black, he can first make the placement at 2, then defend with 4. A big ko fight, starting with White 6, is inevitable. If White then plays 13 —

(White 9 at the marked stone, Black 12 at 6)



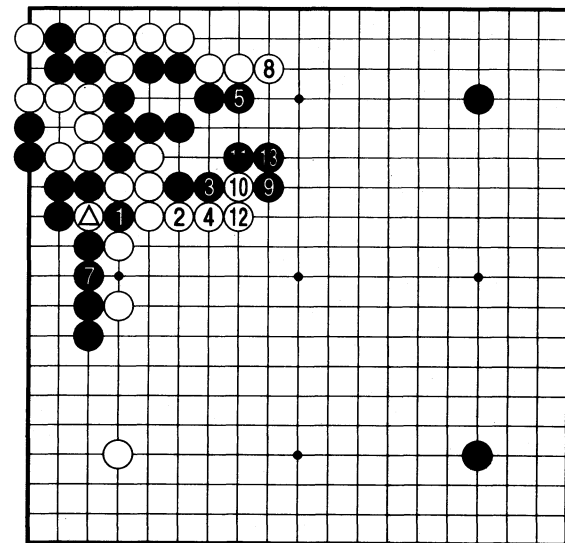
Dia. 28. The continuation

Black will connect with 1. White blocks with 2 and Black cuts with 3. The sequence to Black 9 is a possible variation. Next —



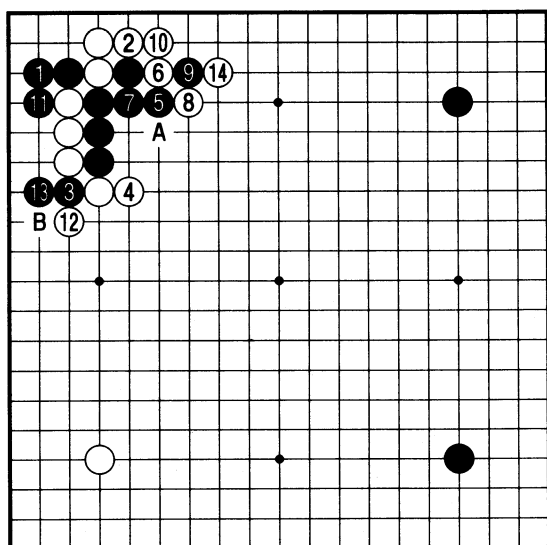
Dia. 29. Satisfactory for Black

If White ataries with 1 and 3, Black captures the ko with 2 and connects with 4. The points A and B are now miai for Black. This is not a good result for White. (Black 4 is played at the marked stone.)



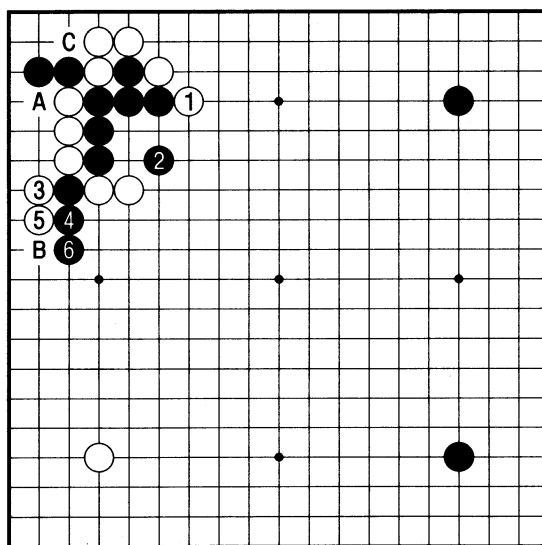
Dia. 30. The correct move for White

In answer to White's capture at 1, Black's push at 2 is the correct move. The sequence to Black 13 is best for both sides. This is an even result. (White 6 is played at the marked stone.)



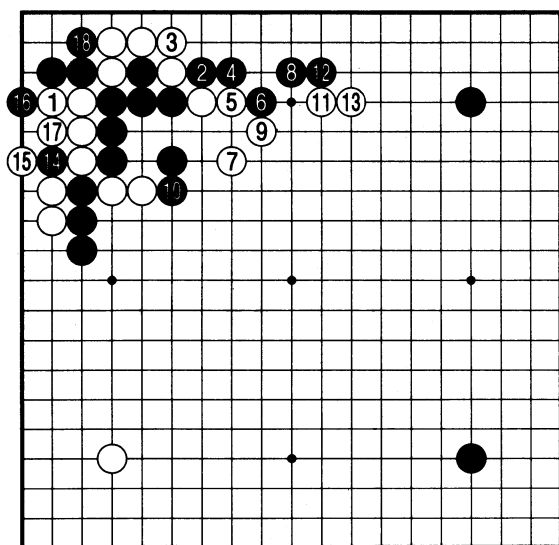
Dia. 31. An old-fashioned joseki

Against Black 1, White turns with 2, emphasizing influence. The sequence to White's capture at 14 is an old joseki. The points A and B are now miai for White.



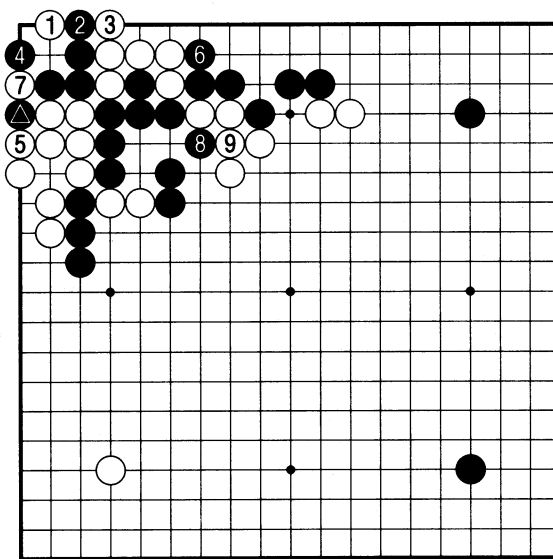
Dia. 32. Variation for Black

Against White's double hane at 1, Black's one-space jump to 2 is natural. The sequence to Black 6 is inevitable. Next, White can choose a move from among A, B and C.



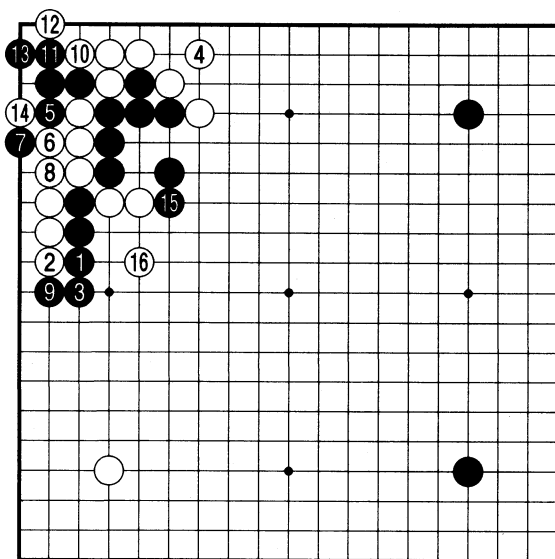
Dia. 33. Capturing race

First, if White blocks at 1 (A in *Dia. 32*), Black's cut at 2 and his extension to 4 are natural. After Black 18, a capturing race is inevitable. Next —



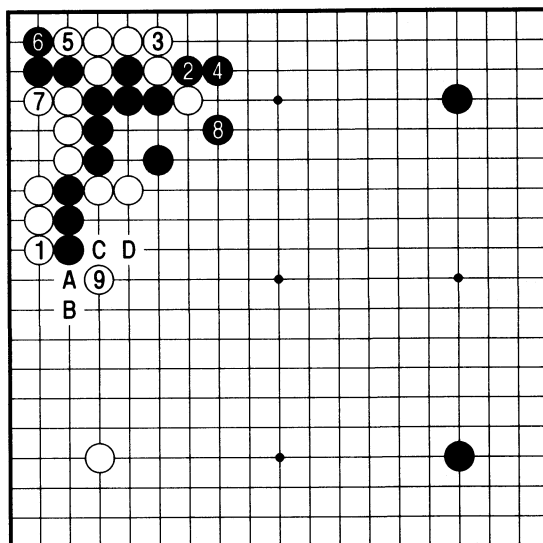
Dia. 34. No ko threats

White's placement at 1 is the key point in this capturing race. After the sequence to White 7, it looks as if there is going to be a big ko fight. However, Black has an excellent ko threat at 8. After 10, White is in bad trouble because he has no real ko threat. (Black 10 is played at the marked stone.)



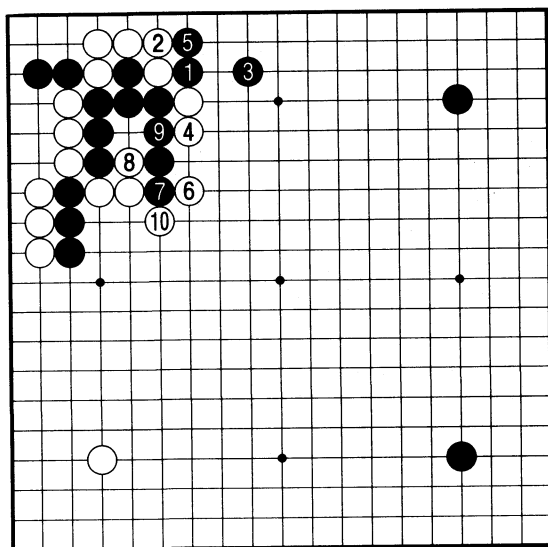
Dia. 35. White is ahead.

White's second choice is crawling to White 2 (B in *Dia. 32*). Black 3 is a rather passive response. White's diagonal connection at 4 is a good reinforcing move. The result to White 16 is good for White.



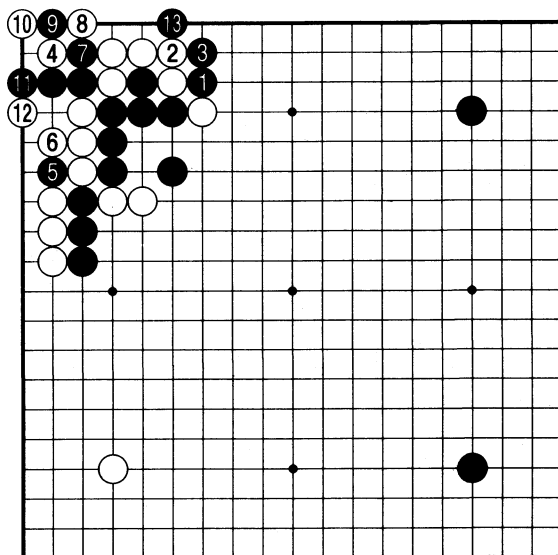
Dia. 36. Black's stones are dead.

Instead of 3 in *Dia. 35*, Black's cut at 2 is the correct move. However, Black's extension to 4 is the wrong response to White 3. After White 7, the three black stones in the corner are dead. White 9 is a tesuji and White captures three black stones, as the sequence from Black A to White D shows.



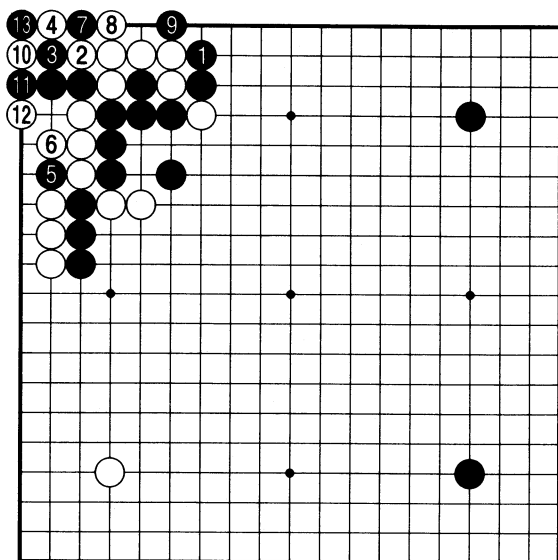
Dia. 37. Disastrous for Black

After the exchange of Black 1 for White 2, the one-space jump of Black 3 is also possible. However, White's extension to 4 is a good move. If Black blocks at 5, White casts a net with 6 and kills the black stones with the sequence to 10. This is a terrible result for Black.



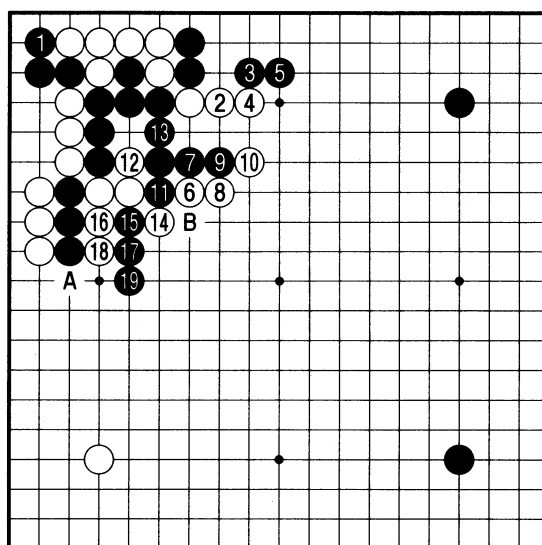
Dia. 38. The correct move for Black

Blocking with Black 3 is the correct move. The cut of Black 5 is the key point in the capturing race that follows. As the sequence to 13 shows, Black wins this fight by one move.



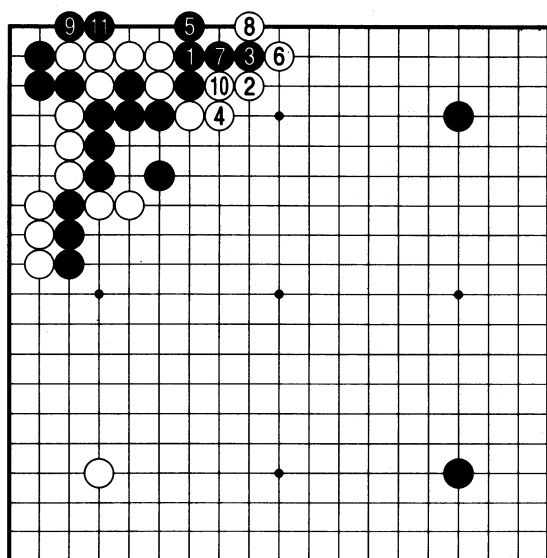
Dia. 39. White is in trouble.

Against Black 1 and 3, White 2 and 4 offer the strongest resistance. Black starts a big ko fight with 13. However, White has no proper ko threats, so he can't play this way.



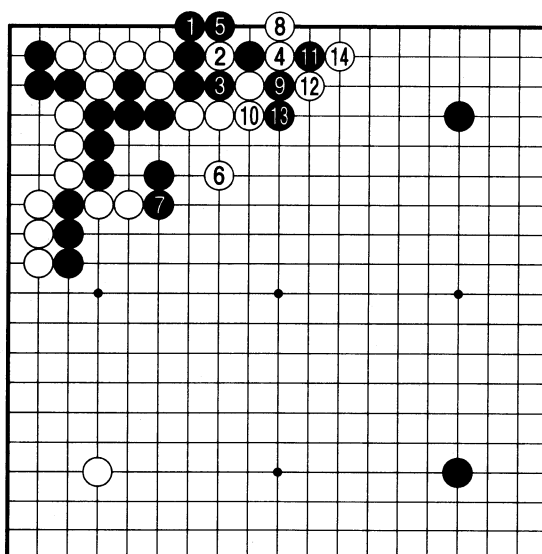
Dia. 40. Bad for White

The sequence to White 6 is not good either. After 9, Black has created some weaknesses in White's position. After Black 19, White is in bad trouble because Black A and B are miai.



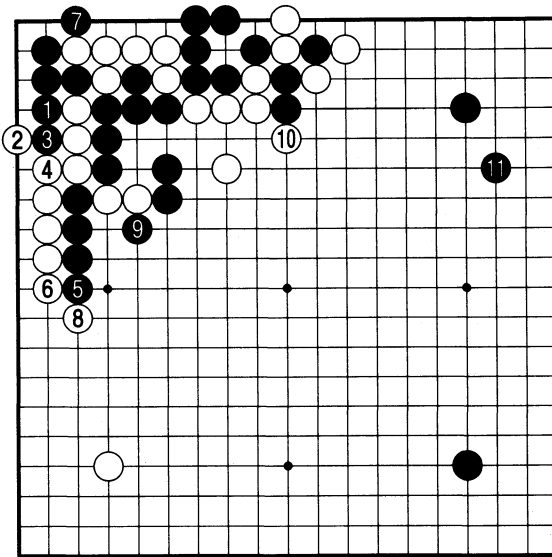
Dia. 41. The white stones are dead.

If White answers Black 1 with 2, the attachment of 3 is the key point for Black to increase his liberties in the capturing race. Black 5 is also an excellent tesuji. When Black plays 11, it is clear that White's stones at the top are dead.



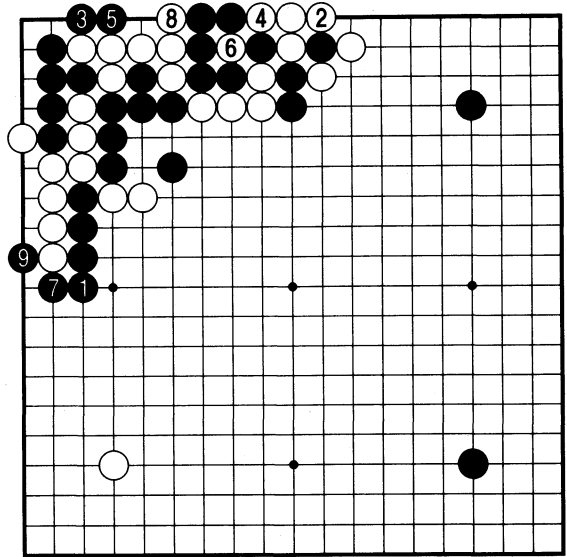
Dia. 42. The strongest move for White

When Black descends to 1, wedging in with White 2 is the strongest resistance. After the sequence to Black 7, White 8 is also a powerful move. The sequence to White 14 is the natural order of moves in this capturing race.



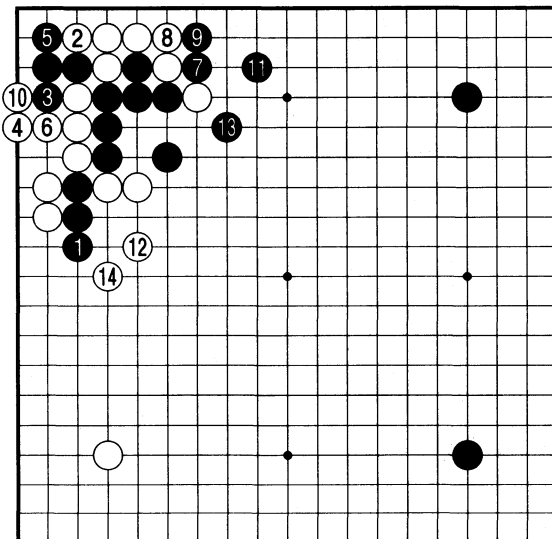
Dia. 43. Enough for Black

Continuing from *Dia. 42*, Black plays the sequence to 5 in sente and captures the white stones at the top with 7. The result to 11 is good for Black.



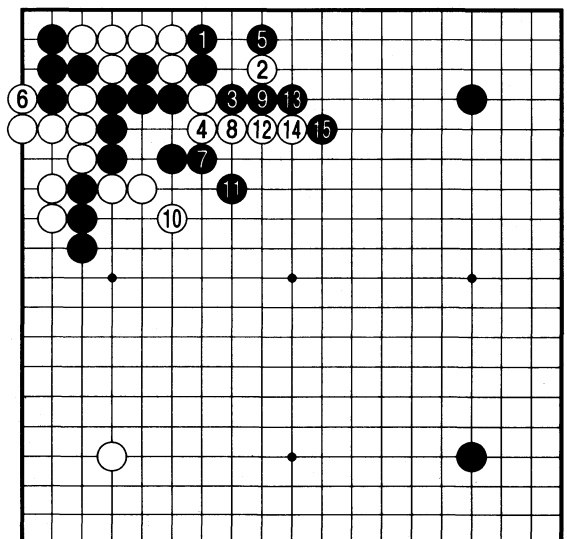
Dia. 44. Favorable for Black

In response to Black 1, if White captures a stone with 2, a big swap is inevitable with the sequence to Black 9. However, this result is also good for Black.



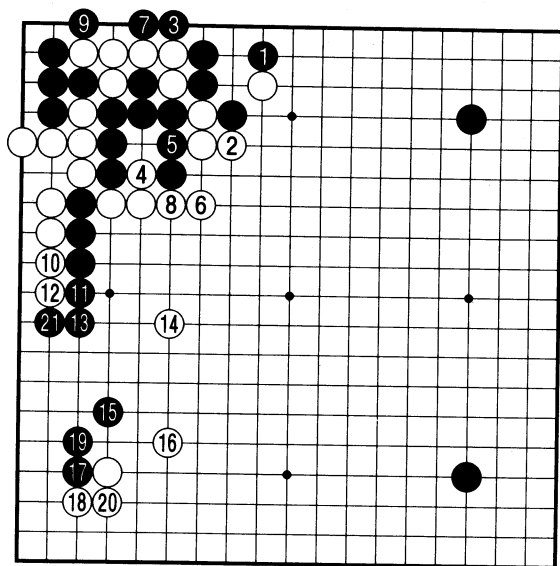
Dia. 45. The correct move for White

Therefore, White 2 is the only move in this position. The sequence to White 14 is inevitable. This is an even result.



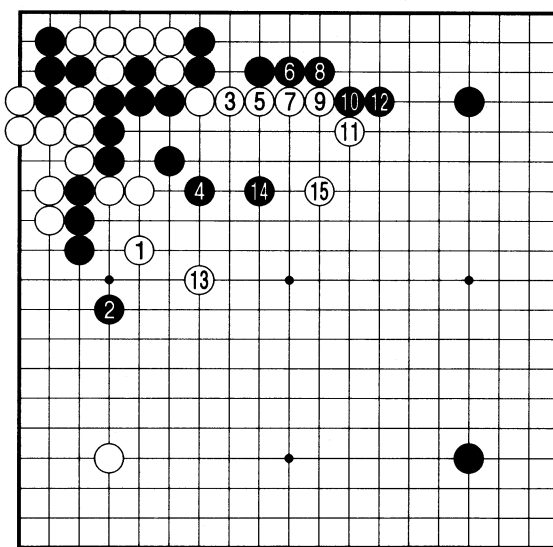
Dia. 46. Black is ahead.

Against Black 1, White 2 is not good in this position. Black 3 and 5 are a good combination. Up to Black 15, the result is favorable for Black.



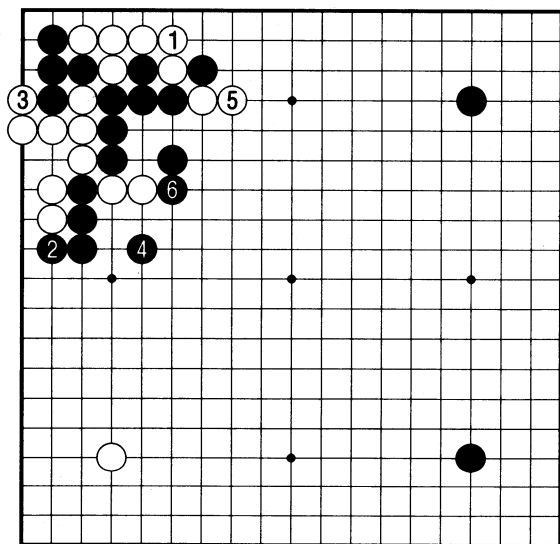
Dia. 47. Not enough for White

White could also answer Black 1 (5 in *Dia. 46*) with 2. Capturing the six white stones at the top with Black 3 is the key move. White 4 and 6, played to build up influence in the center in exchange for the profit Black has taken, are normal. The result to Black 21 is not profitable for White.



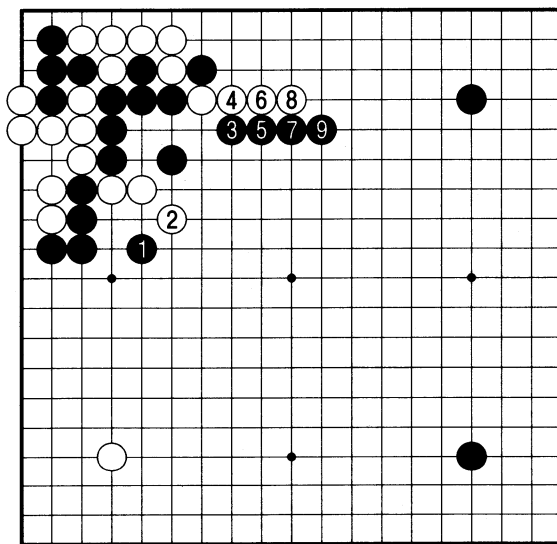
Dia. 48. Unreasonable for Black

Instead of 13 in *Dia. 45*, the knight's move of Black 2 here is unreasonable. White can play the sequence to 11 in sente. Now White 13 and 15 are good moves. White is in control of the whole board.



Dia. 49. Another variation

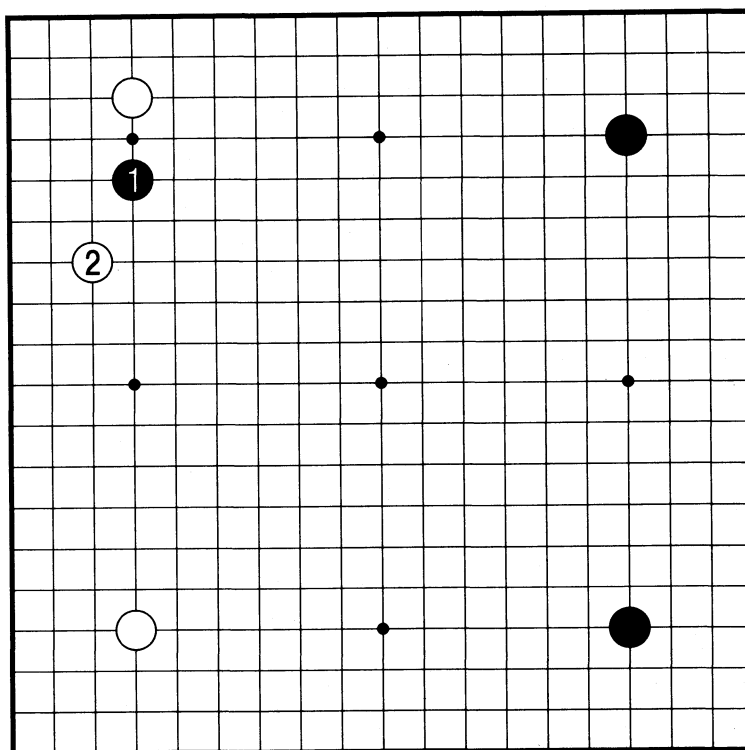
After White connects with 1, blocking with Black 2 focuses on the left side. The sequence to Black 7 can be expected. This is an even result.



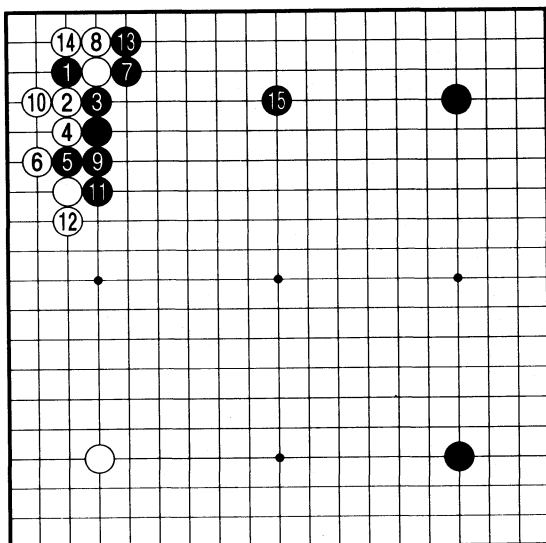
Dia. 50. White is heavy.

When Black jumps to 1, the diagonal move of White 2 is heavy. After the sequence to Black 9, White would be in serious trouble if he tried to run away into the center with his three stones below.

Pattern 25. An Aggressive Pincer

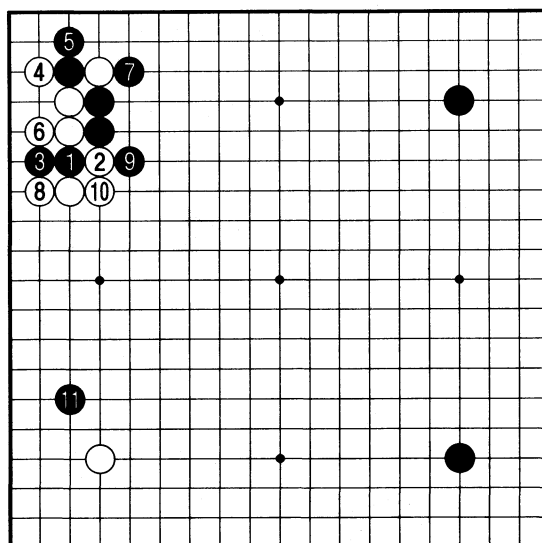


When Black approaches with 1, White tries to take control of the game by making an aggressive pincer with 2. Let's go through some of the variations after this move.



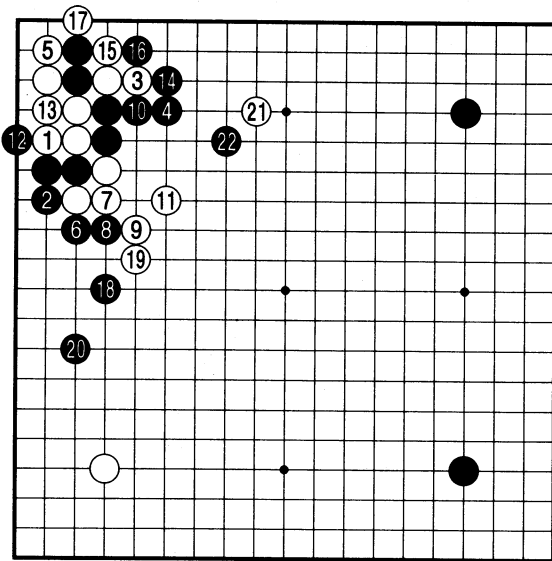
Dia. 1. White plays too passively.

Black's attachment at 1 is normal in this position. The sequence to Black 5 is the usual continuation. However, White 6 is too passive. Black 7 is a good probe. The result to 15 is good for Black.



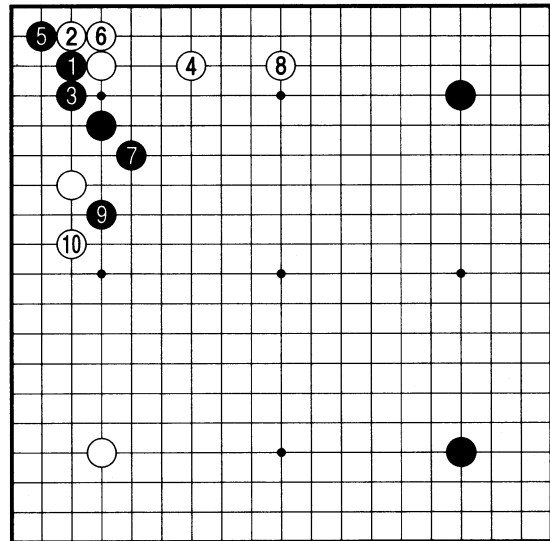
Dia. 2. A basic joseki

When Black wedges in with 1, the atari from the outside with White 2 is the normal move. The sequence to White 10 is a basic joseki. Next, Black approaches with 11. This is an even result.



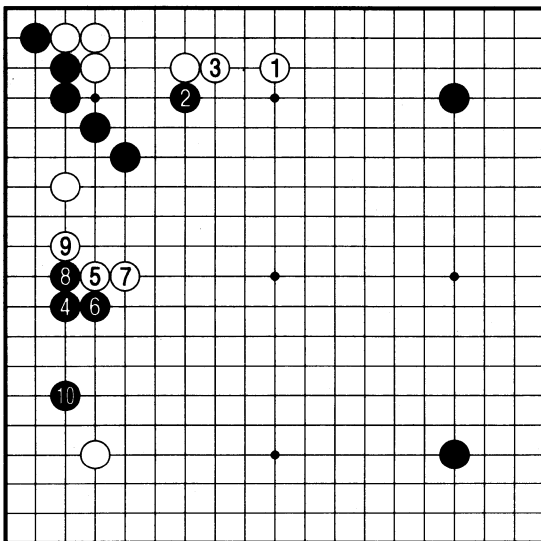
Dia. 3. Variation for Black

If Black doesn't like the result in *Dia. 2*, he could also turn with 2. The sequence to Black 22 seems to be natural. However, this could lead to a very difficult middle-game fight.



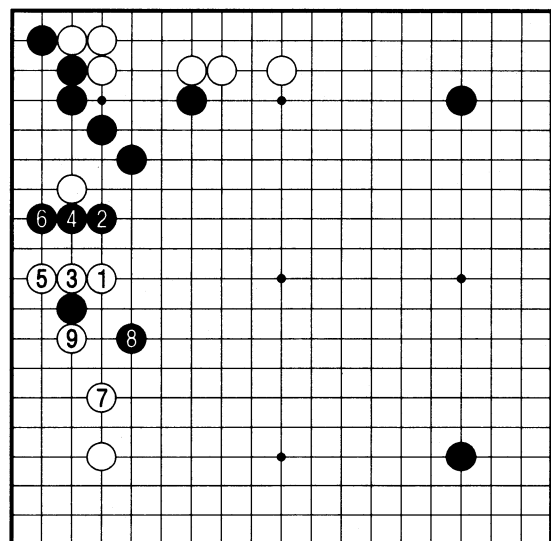
Dia. 4. White's choice

Against Black's attachment at 1, White could also have with 2. The sequence to White 10 is one possible continuation. The speed of White's development is outstanding.



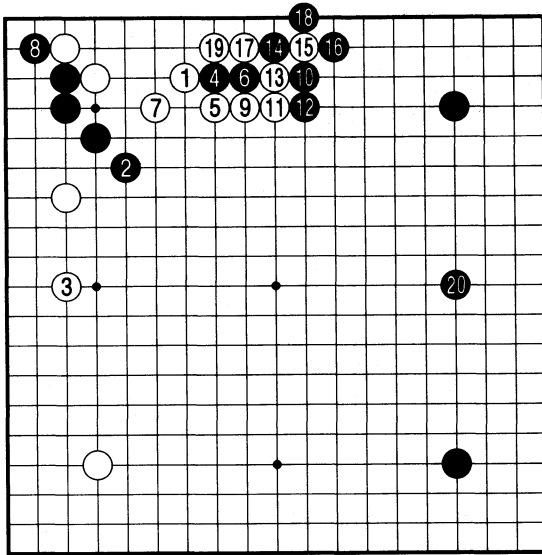
Dia. 5. An even result

When White extends to 1 (8 in *Dia. 4*), Black could exchange 2 for White 3, then make a pincer with 4. The sequence to Black 10 can be expected. This is an even result.



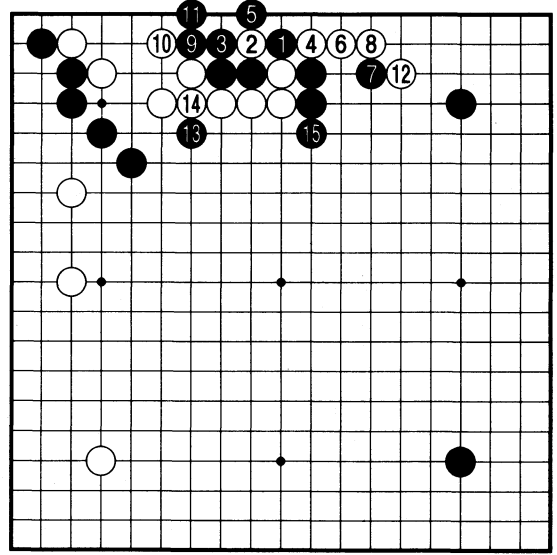
Dia. 6. A sharp exchange

Against White's shoulder hit at 1 (5 in *Dia. 5*), pressing with Black 2 is also possible. The sequence to Black 8 is a sharp exchange, but the result is still even.



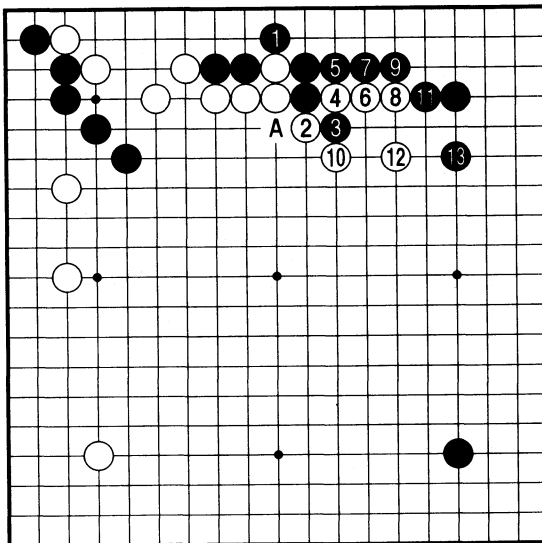
Dia. 7. Better for Black

After the exchange of Black 1 for White 2, if White focuses on the left side with 3, Black 4 will be painful for White. After White 5, the sequence to Black 20 is one possible way of playing. However, this result is slightly better for Black.



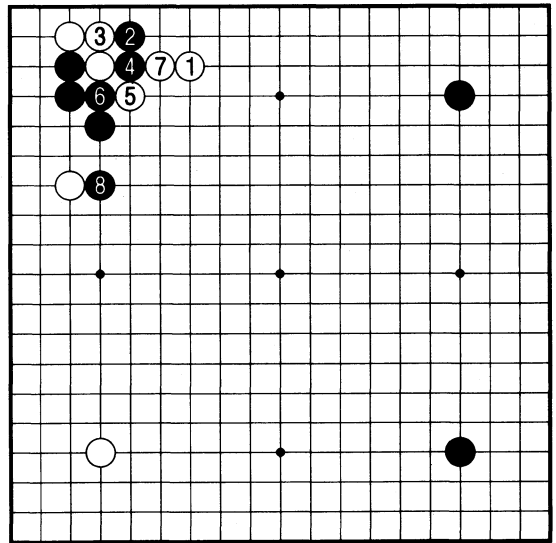
Dia. 8. Sufficient for Black

Instead of 15 in *Dia. 7*, if White cuts with 2, the sequence to White 12 is inevitable. The peep of Black 13 is sente, and Black's extension to 15 is a very good move. Black is making good progress.



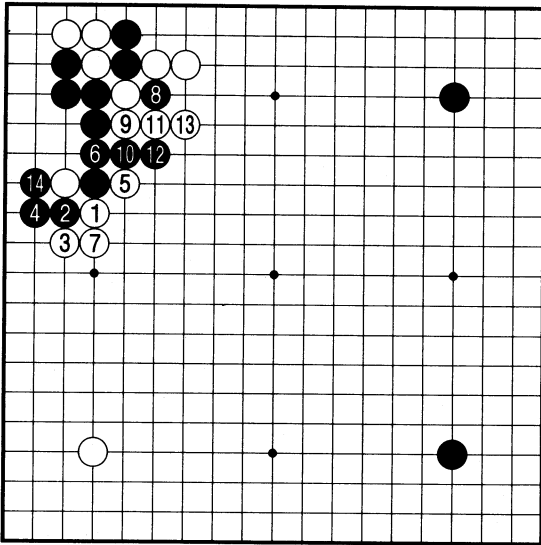
Dia. 9. Promising for Black

In answer to Black 1, White's hane at 2 is also possible and White 4 against Black 3 is very strong. However, Black can take territory with the sequence to 11. This result is quite promising for Black; he can later aim at A.



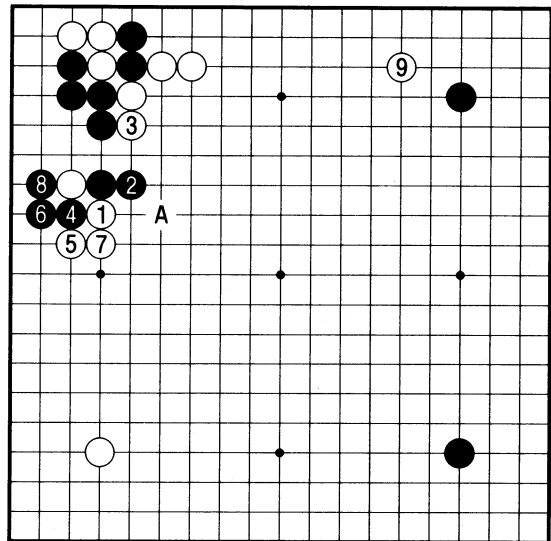
Dia. 10. A popular variation

When White extends to 1, Black can immediately peep at 2. This move has recently become popular. The sequence to Black 8 is a basic pattern. Next —



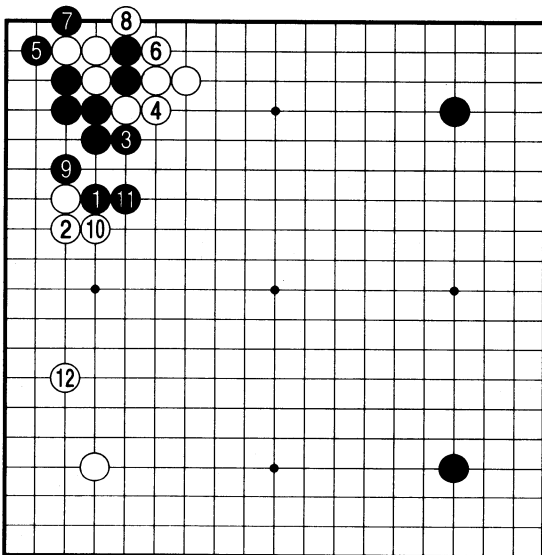
Dia. 11. A close game

White 1 is the only move. Next, Black's cut at 2 is a basic tesuji. The sequence to Black 14 is a possible variation and is playable for both sides.



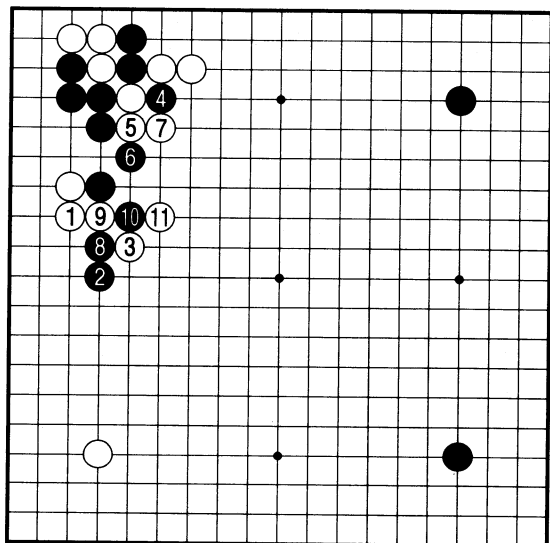
Dia. 12. Active for White

The extension to Black 2 is a feeble move. White covers his weakness with 3, and the sequence to 9 is satisfactory for White; he can later aim at A.



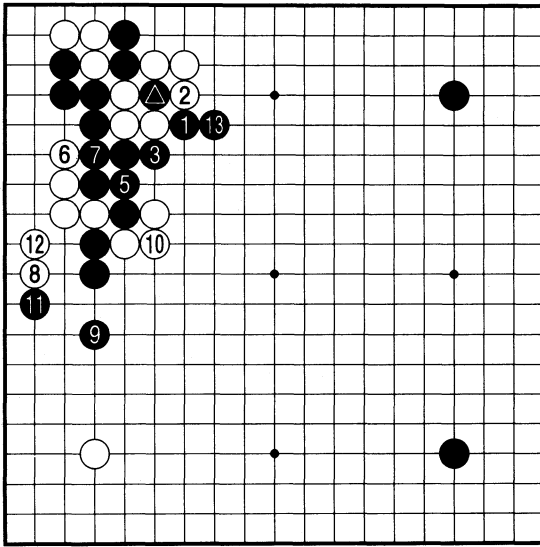
Dia. 13. A variation for White

White could also answer the attachment of Black 1 by extending to 2. If Black secures the corner with 5 and 7, White 10 and 12 become good moves. This result is a bit more dynamic for White.



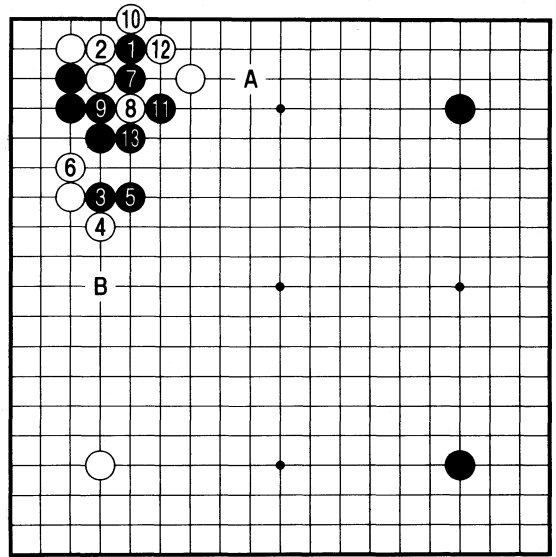
Dia. 14. A powerful pressing move

Against White's extension to 1, Black 2 is the strongest move. After White 3, Black ataries with 4 and 6 in sente, then cuts the white stones off from the center with 8 and 10. Against White 11 —



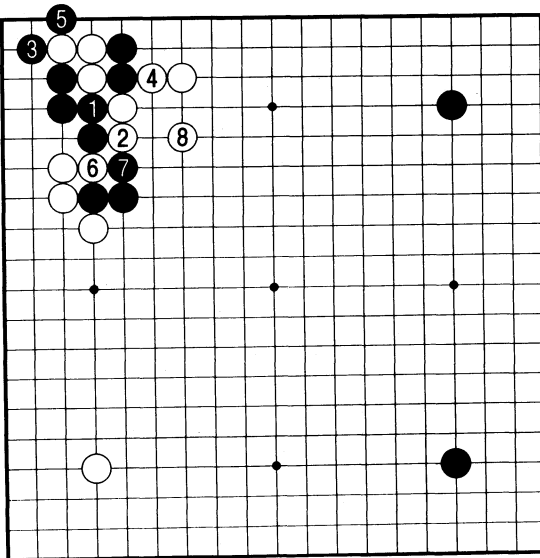
Dia. 15. Favorable for Black

Black ataries with 1 and 3, then connects with 5. This is a good combination. The sequence to Black 13 can now be expected. This result is favorable for Black. (White 4 is played at the marked stone.)



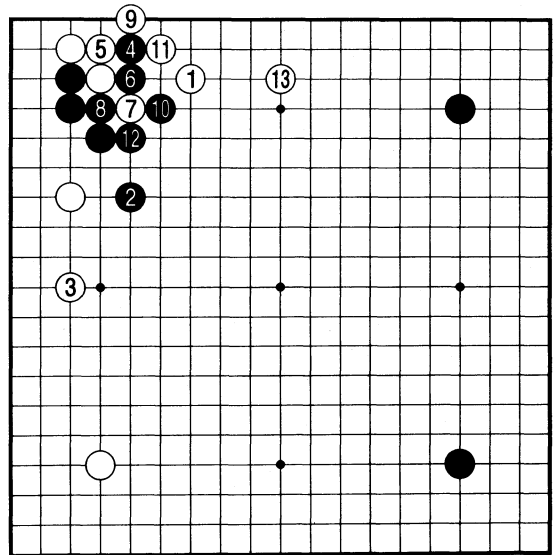
Dia. 16. Enough for Black

Black can also exchange 1 for White 2, then attach at 3. Next, answering White's hane at 4 with the calm extension of Black 5 is a good move. After the sequence to Black 13, Black A and B are miai. This is a good result for Black.



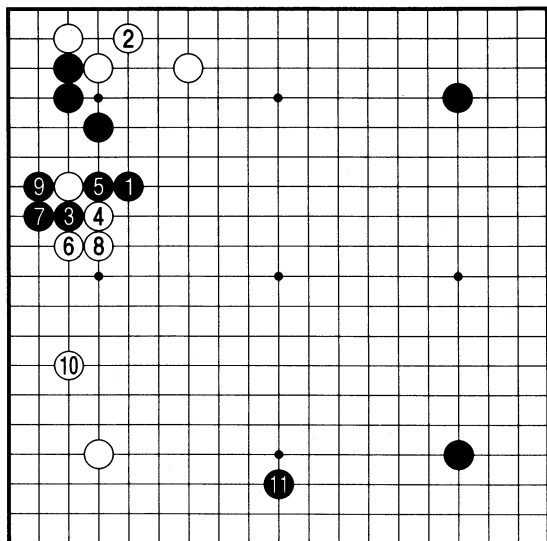
Dia. 17. An even result

In this position, it is normal for White to answer Black's cut at 1 with 2. The sequence to White 8 can now be expected. This is an even result.



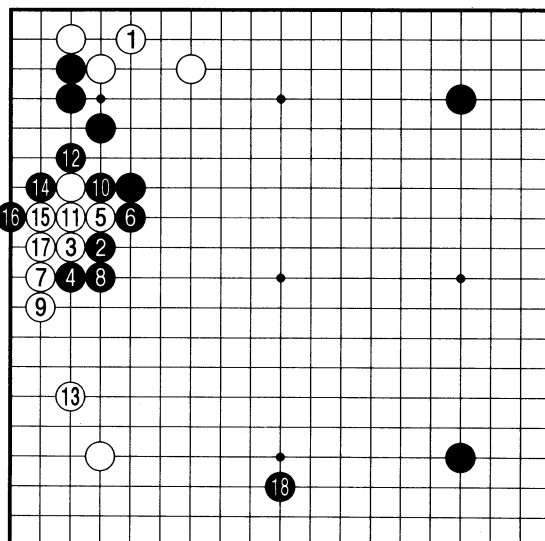
Dia. 18. A variation for Black

If White makes a two-space extension to 1, Black could answer with the knight's move of 2. The sequence to White 13 is a possible variation. This is also an even result.



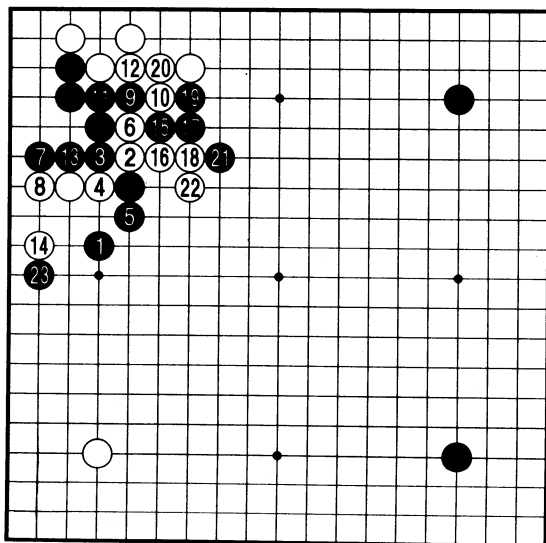
Dia. 19. A good result for Black

Against the knight's move of Black 1, reinforcing with White 2 is not good. Black 3 and 5 are good moves, and the sequence to White 10 is inevitable. Next, Black takes the biggest point on the board with 11. This is a good result for Black.



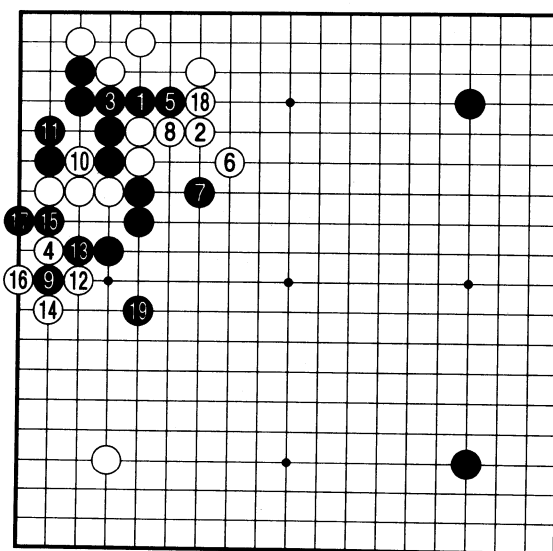
Dia. 20. A strong move by Black

Instead of 3 in *Dia. 19*, Black could also answer White 1 by pressing with the knight's move of 2. This is a strong move. After the exchange of White 3 for Black 4, the sequence to Black 18 is very powerful for Black. This result also favors Black.



Dia. 21. A difficult fight

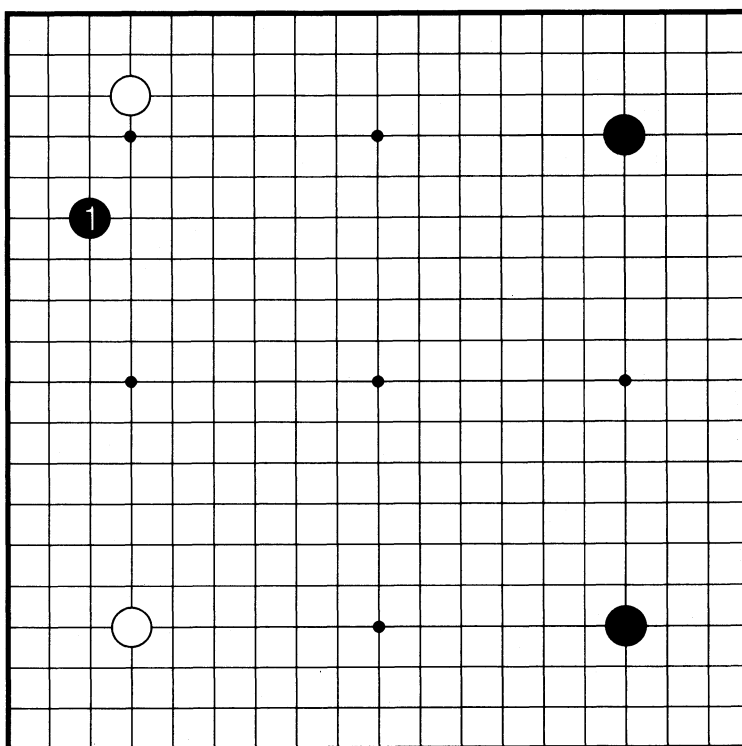
The attachment of White 2 is a strong response to Black 1. The sequence to Black 3 is a possible continuation. A very difficult middle-game fight is inevitable.



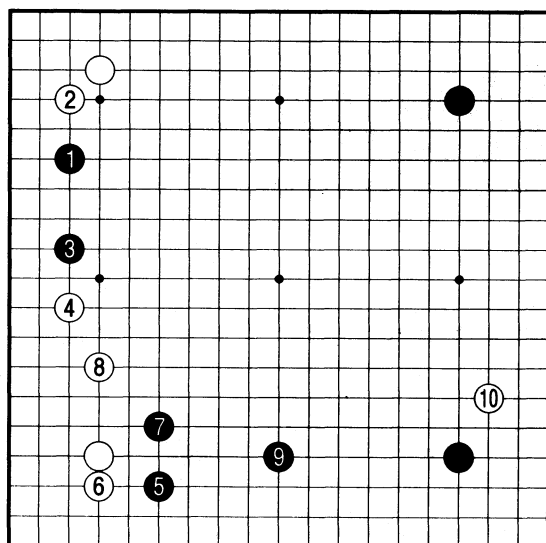
Dia. 22. Loose for White

In answer to the hane of Black 1 (9 in *Dia. 21*), jumping to White 2 is slack. After Black's connection at 3, the sequence to Black 19 can be expected. This is a favorable result for Black.

Pattern 26. The Large Knight's Approach

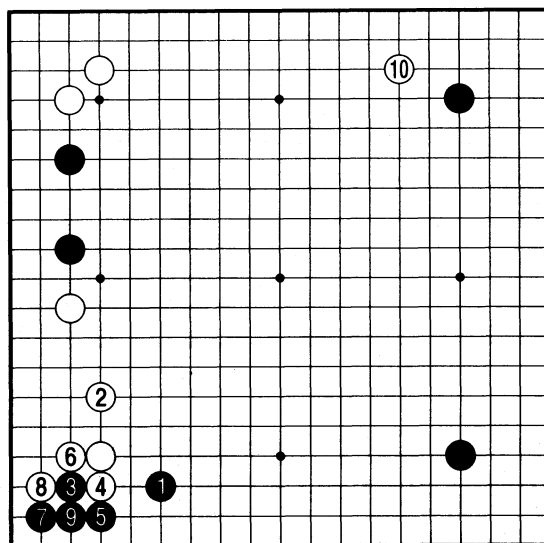


Black's large knight's approach at 1 is a calm move and it aims to make the game close. This move has become quite popular lately. Let's discuss the variations after this move.



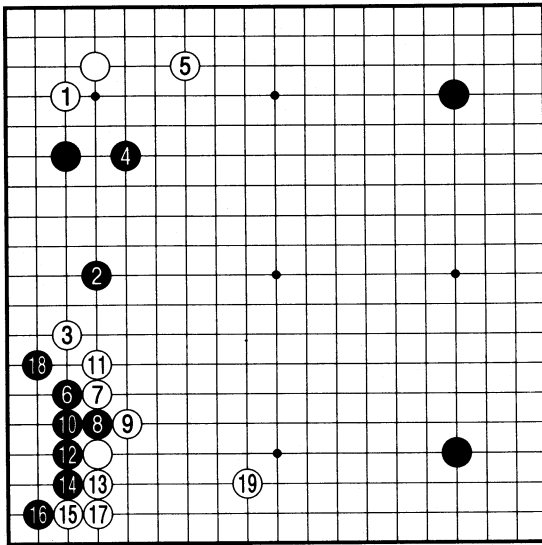
Dia. 1. An even exchange

Answering Black's approach at 1 with White 2 focuses on territory. The sequence to White 10 is one possible way of playing. This is an even result.



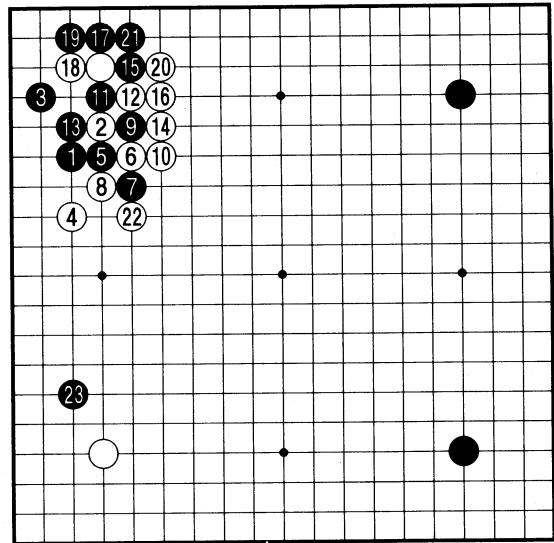
Dia. 2. A variation for White

Against Black's approach at 1 (5 in *Dia. 1*), White's one-space response at 2 is also possible, but Black's invasion at 3 is very big. The sequence to Black 9 is a basic pattern. White 10 is a commonsense move.



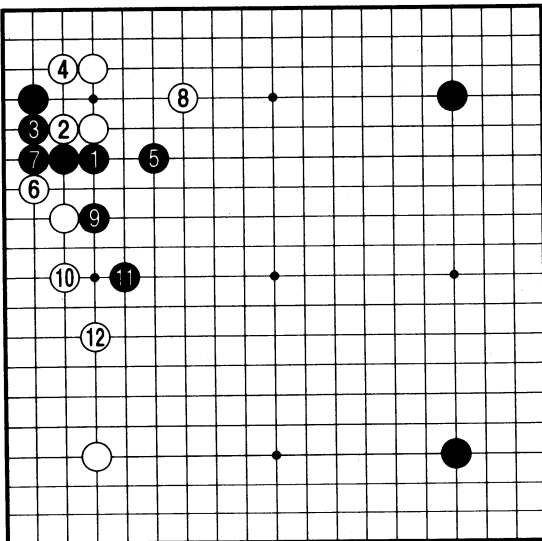
Dia. 3. A variation for Black

Answering White's corner enclosure at 1 with the wide extension of Black 2 is also possible. After the checking extension of 3, jumping to Black 4 is necessary. The result to White 19 is even.



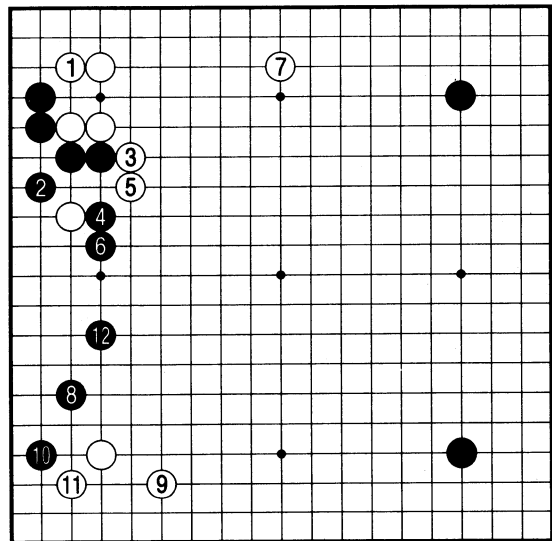
Dia. 4. Satisfactory for Black

The shoulder hit of White 2 emphasizes influence. However, the hane of White 6 is questionable. With the sequence to 23, Black is developing more quickly than White.



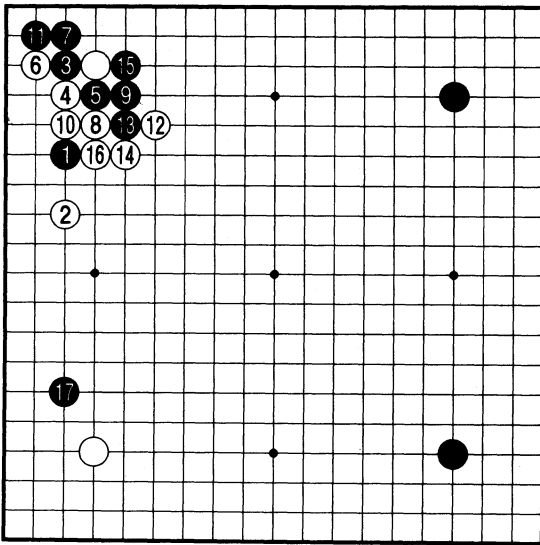
Dia. 5. A bit better for White

In response to Black 1, White 2 is a normal move. The sequence to White 12 is a possible variation. However, this result is slightly better for White.



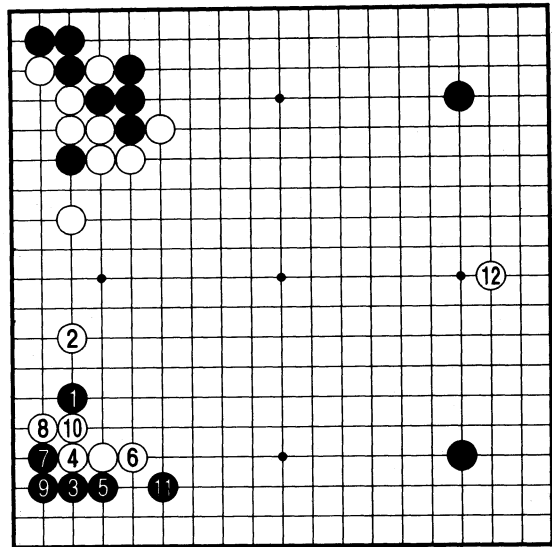
Dia. 6. A variation for Black

When White makes a bamboo joint with 1 (4 in *Dia. 5*), the diagonal move of Black 2 is the simplest way of playing. Against the hane of White 3, Black's attachment at 4 is a basic tesuji. The result to Black 12 is even.



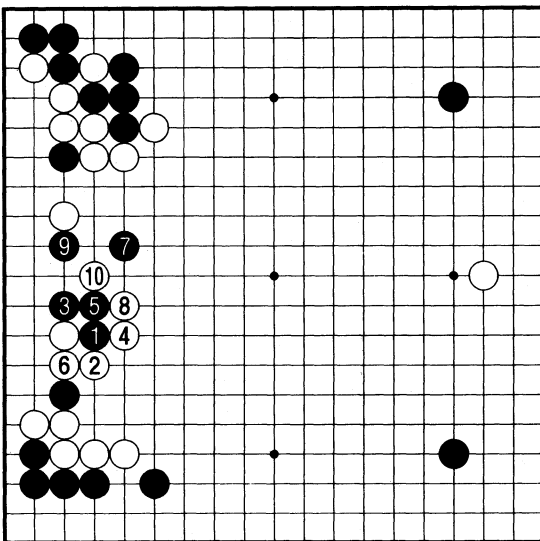
Dia. 7. White's pincer

White's pincer at 2 is another possible strategy. This move emphasizes influence. The sequence to White 16 forms a basic joseki. Black now approaches with 17. Next —



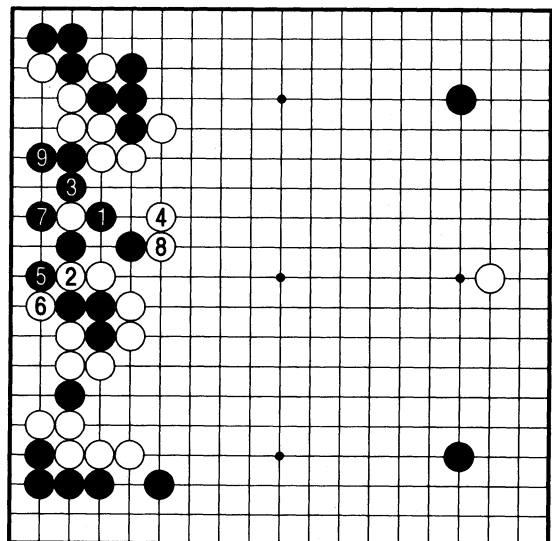
Dia. 8. An even exchange

White's pincer at 2, emphasizing influence, is a consistent way of playing. After Black's corner invasion at 3, the sequence to Black 11 is a basic joseki. White next takes up a position on the right side with 12. Black's territory and White's influence seem to be well balanced.



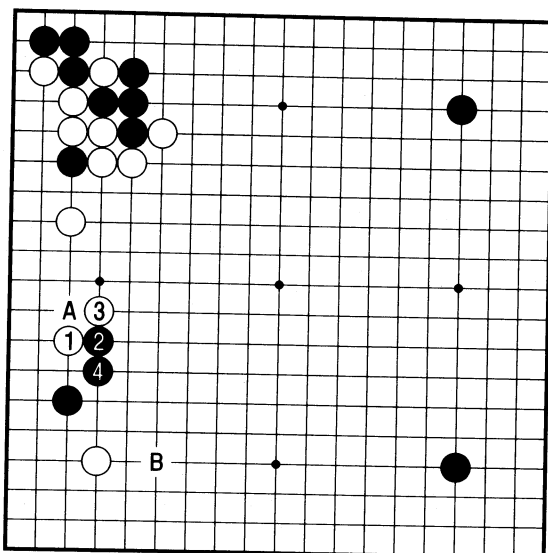
Dia. 9. Black's aim

After *Dia. 8*, Black will sooner or later start operations on the left with 1. White 2 is the strongest response. After the sequence to White 10 —



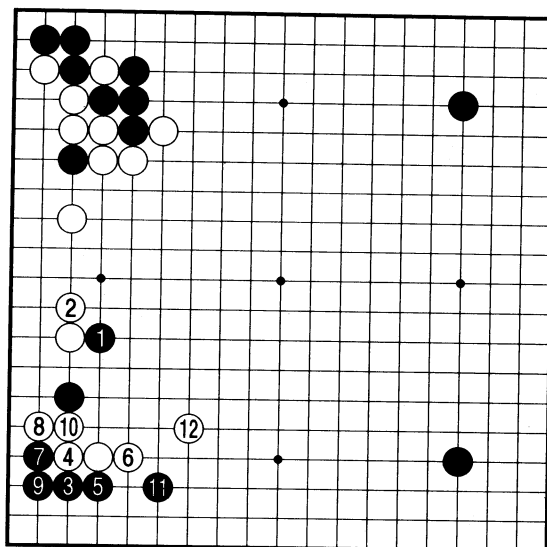
Dia. 10. White's stones are thick

Black 1 is the only move to deal with this situation. The sequence to Black 9 can be expected. However, this result is slightly better for White, so the timing of Black 1 in *Dia. 9* is important.



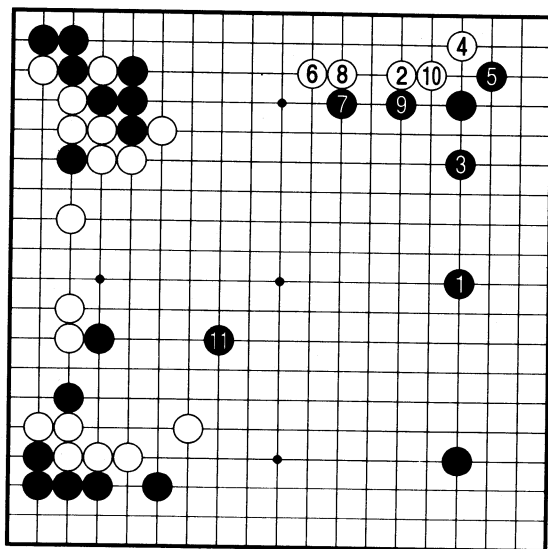
Dia. 11. Variation for Black

Against White's pincer at 1, Black's attachment at 2 is a tactical move. If White hanes at 3, pulling back with Black 4 is a good move. A and B are now miai for Black. Black is satisfied with this result.



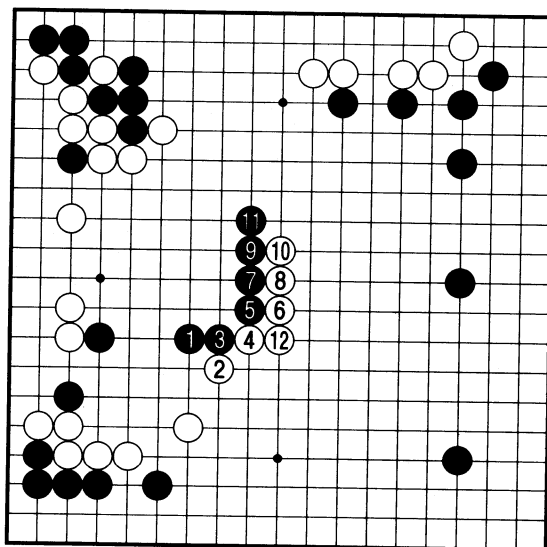
Dia. 12. White has been forced.

Against the attachment of Black 1, the extension to White 2 is common response. Black next invades the corner with 3, and the sequence to White 12 is a natural continuation. Now the exchange of Black 1 for White 2 seems to be good for Black, because White has been forced to answer submissively.



Dia. 13. The key move for erasing influence

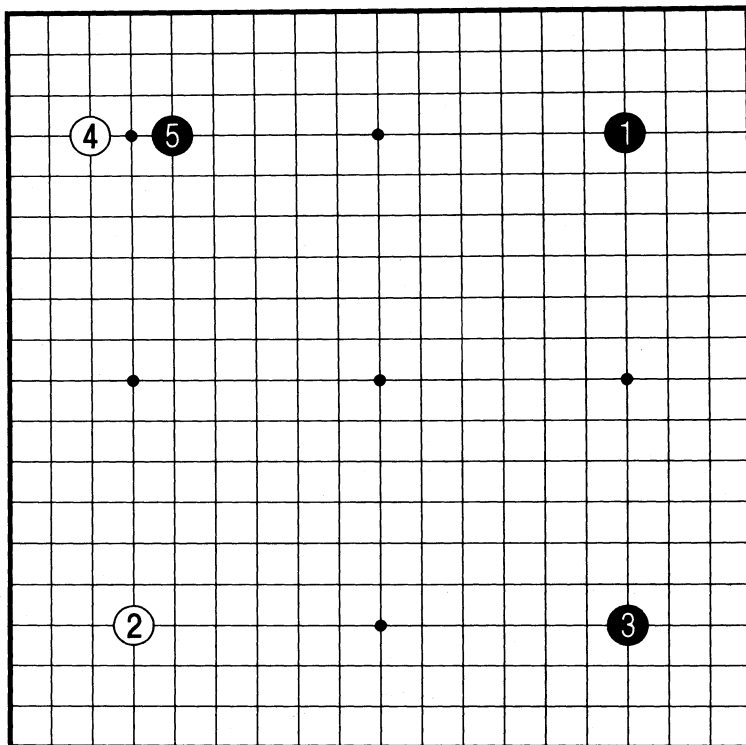
Continuing from *Dia. 12*, Black 1 is natural. White's approach at 2 is also big. After the sequence to White 10, Black uses his sente to erase White's influence at the key point of 11.



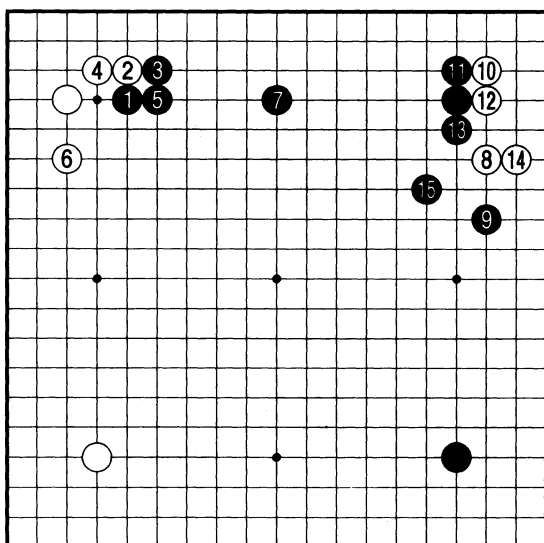
Dia. 14. Too deep

Instead of Black 11 in *Dia 13*, Black 1 is too deep. White 2 and 4 are good moves. The sequence to Black 11 is good for White, because Black's three-star formation is not working well.

Pattern 27. Approaching from the Two-Star Formation

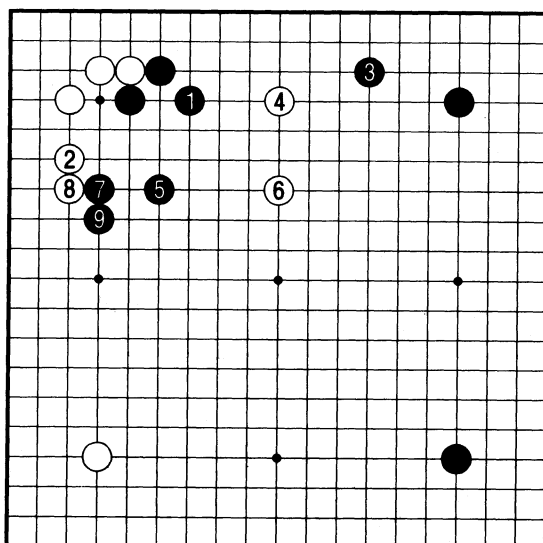


Black's approach at 5 is related to the two-star formation on the right. If Black omits this move, White can play at 5 or one line above, making an excellent corner enclosure. Let's study the variations after Black 5.



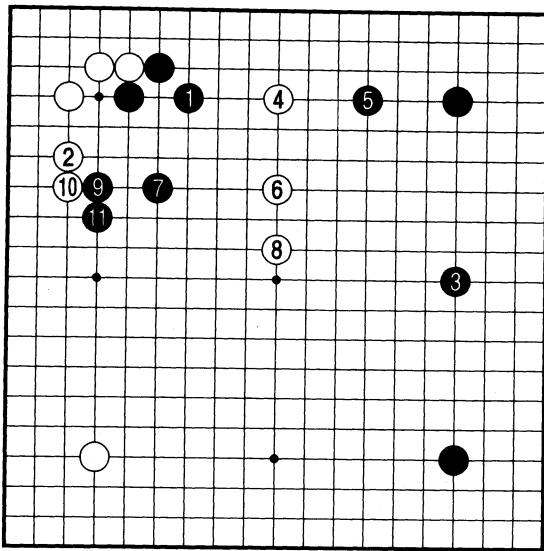
Dia. 1. A standard opening

The attachment of White 2 is the easiest way to handle Black's approach at 1. The sequence to Black 7 is a basic joseki that is well balanced between territory and influence. Answering White 8 with Black 9 is also expected. The result to Black 15 is even.



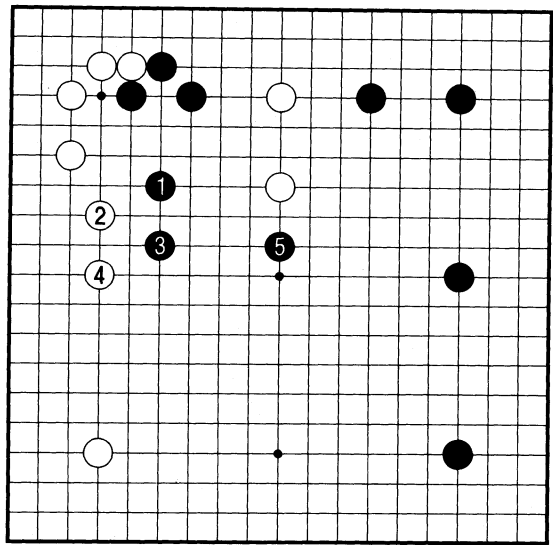
Dia. 2 A variation for Black

Black's diagonal connection at 1 is also possible. Black 3 makes a good combination with his move at 1. The sequence to Black 9 can be expected. This is also an even result.



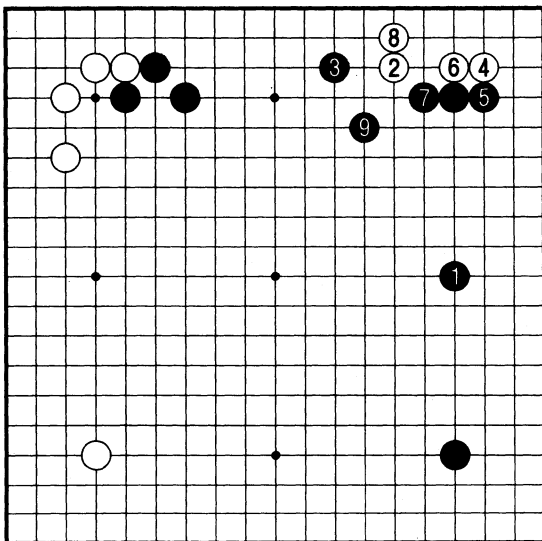
Dia. 3. Similar variation

Instead of Black 3 in *Dia. 2*, making the three-star formation first is also possible. The result to Black 11 is similar to *Dia. 2* and is also even.



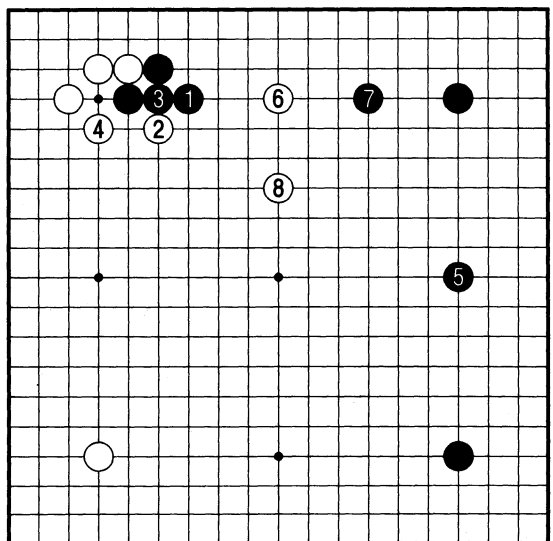
Dia. 4. Black has the initiative.

If White answers Black 1 with 2, the one-space jump to Black 3 is a good move. After White 4, capping with Black 5 is an excellent move. Black now has the initiative.



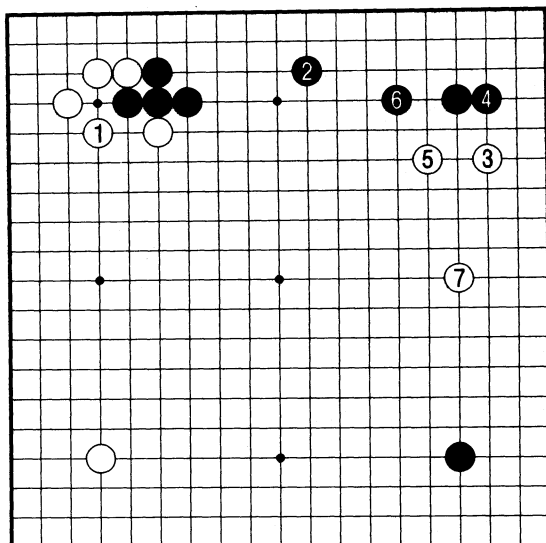
Dia. 5. Black's stones are working well.

When Black makes the three-star formation with 1, White could also approach with 2. In combination with Black's formation on the left, his pincer at 3 becomes an ideal move. The sequence to 9 can be expected; Black's stones are working well.



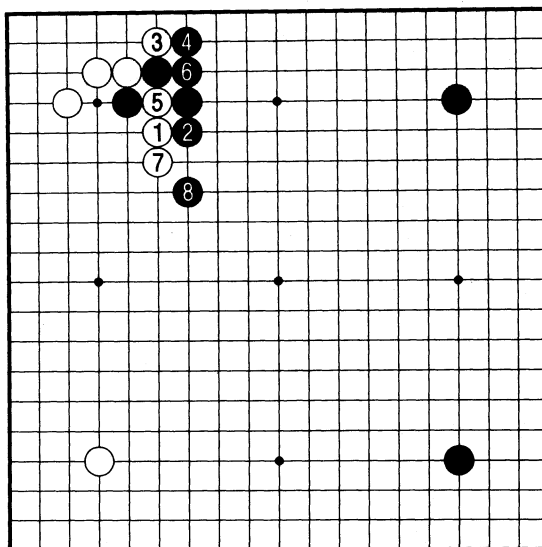
Dia. 6. Black is a bit heavy.

Against Black 1, White's peep at 2 is a tactical move. If Black answers White 4 by making the three-star formation with 5, White 6 becomes a good move. After White 8, Black's shape in the top left is a bit heavy.



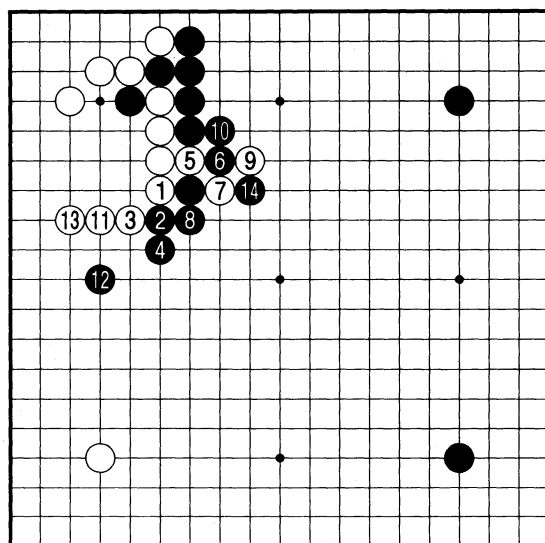
Dia. 7. The correct move for Black

After White 1, Black's extension to 2 is correct. The sequence to White 7 can be expected. This is an even result.



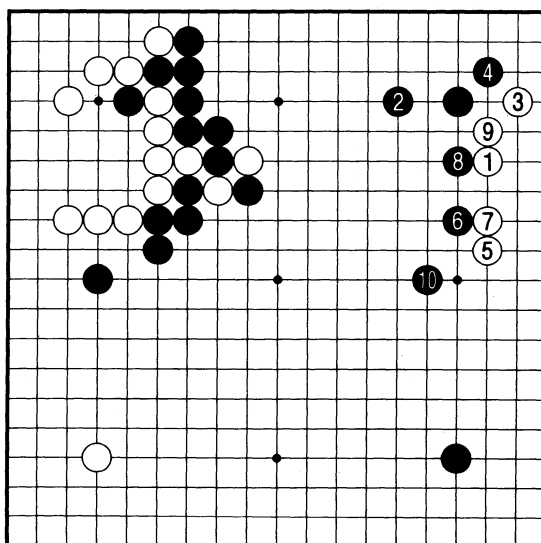
Dia. 8. An aggressive response

It is also possible for Black to push up with 2 against White's peep at 1. The sequence to Black 8 is now forced. Next —



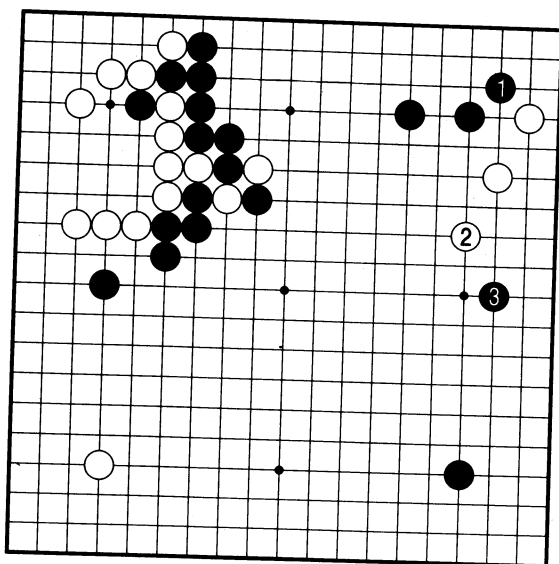
Dia. 9. An even exchange

If White extends to 1, Black's hane at 2 is a powerful move. The sequence to Black 14 is a basic joseki. Next —



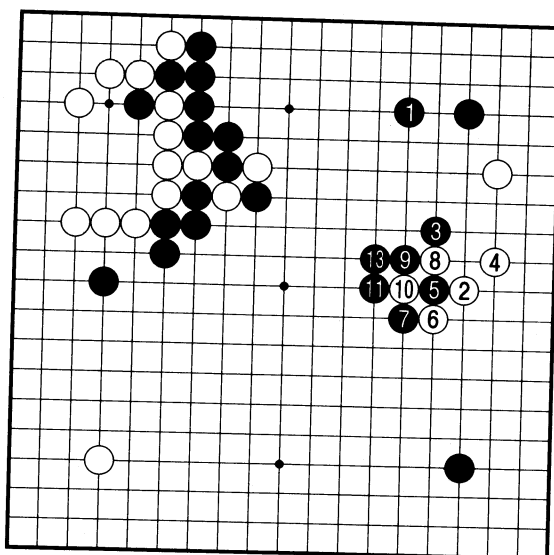
Dia. 10. Black has a won game.

White's approach at 1 is played in the wrong direction. Black 2 is a calm response. Up to 10, Black's moyo at the top gives him a won game.



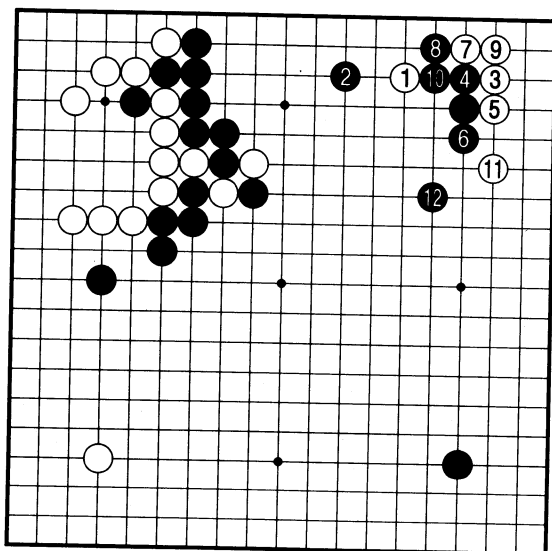
Dia. 11. Good for Black

Instead of 5 in *Dia. 10*, White's knight's move at 2 aims to limit Black's influence at the top. However, Black's checking extension at 3 is an excellent move. This result is also good for Black.



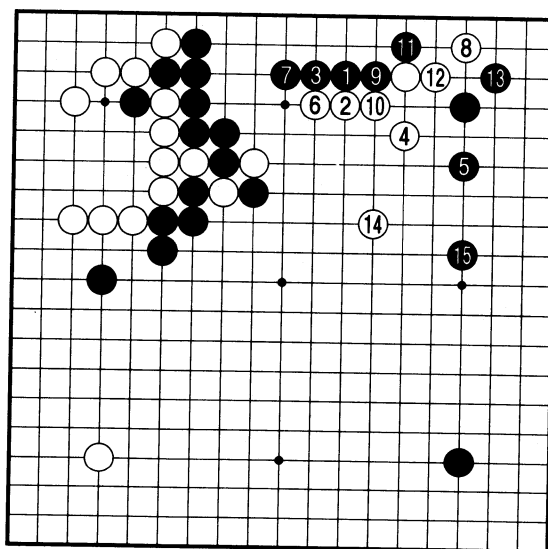
Dia. 12. Black has a magnificent moyo.

Against Black 1, simply extending to White 2 is also possible. However, Black 3 becomes an excellent move. White falls back to 4, but attaching with Black 5 is strong. With the sequence to 13, Black has built a magnificent moyo. (Black 12 is played at 5.)



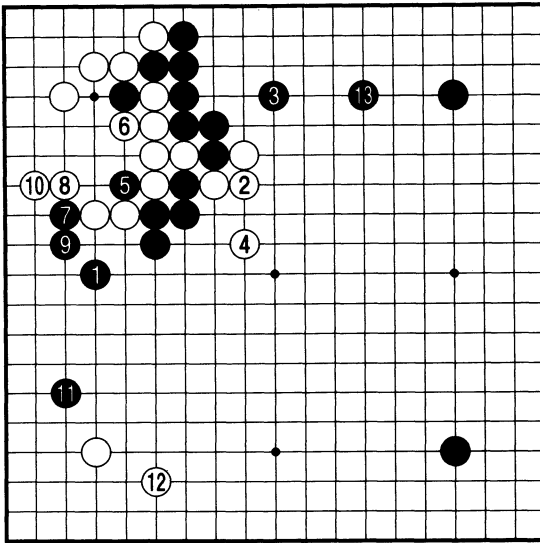
Dia. 13. Successful for Black

Approaching on the inside with White 1 is played in the correct direction. However, White's corner invasion with 3 lacks a plan. Black gets a good result with the sequence to 12.



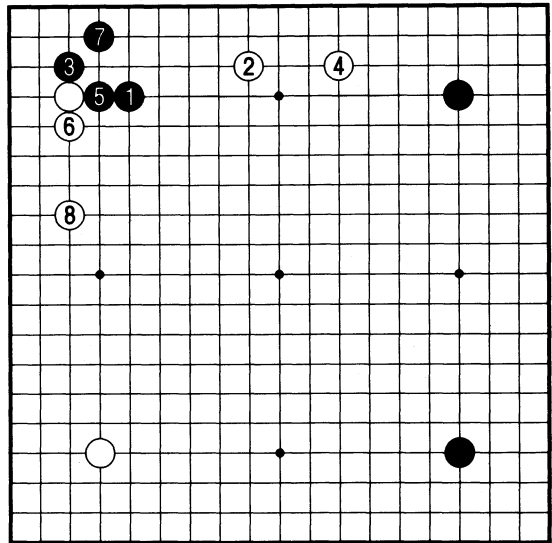
Dia. 14. An even result

Against White's pincer at 1, Black's attachment at 2 is a good probe. The sequence to Black 15 can be expected. This is an even result.



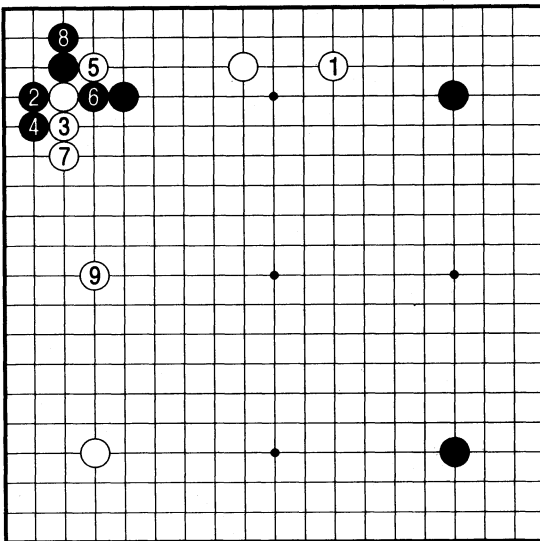
Dia. 15. A good result for Black

Against Black 1 (12 in *Dia. 9*), White's connection at 2 is too hasty. After the exchange of Black 3 for White 4, Black's cut at 5 is a good move, forcing White to defend with 6. With the sequence to 13, Black has played on both sides, giving him a good result.



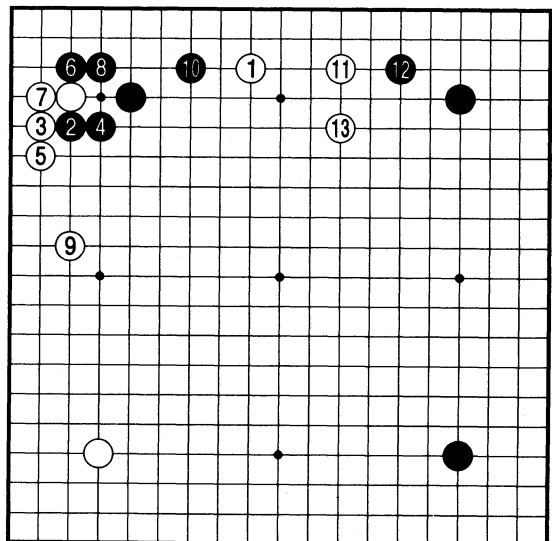
Dia. 16. A flexible idea

Against Black's approach at 1, White's pincer at 2 aims at making it a close game. After Black attaches with 3, White has room to comfortably extend to 4. The sequence to 8 is playable for White.



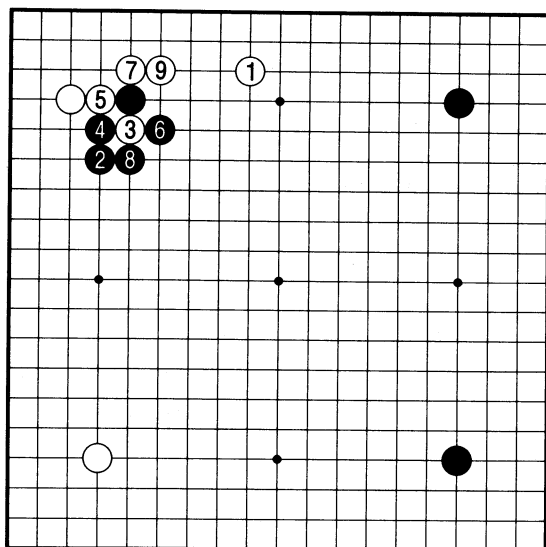
Dia. 17. A variation for Black

After White extends to 1, Black's hane at 2 is another way of playing. Black 3, 5, and 7 are the correct responses. The sequence to White 9 is playable for both sides.



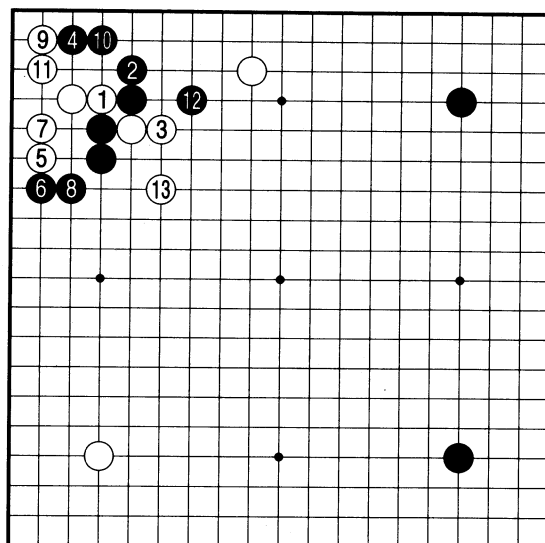
Dia. 18. Another variation

In response to White 1, Black could also attach on the outside with 2. White 3 and 5 are good moves. The sequence to White 13 can be expected. This is also an even result.



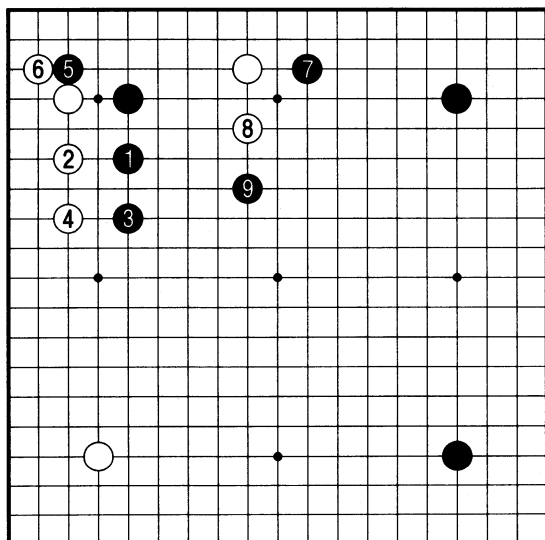
Dia. 19. Satisfactory for White

If Black plays the knight's move at 2, White 3 is a good response. The result to White 9 is slightly better for White.



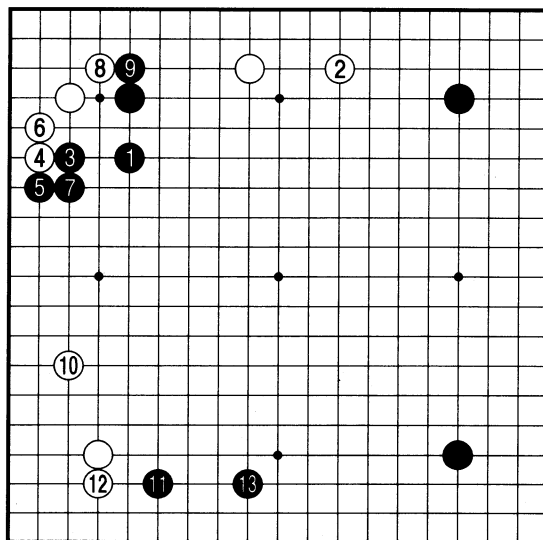
Dia. 20. A variation for Black

After White 1 (5 in *Dia. 19*), descending to Black 2 is also possible. White's extension to 3 is very powerful. The sequence to White 13 can now be expected and is also playable for White.



Dia. 21. An aggressive pincer

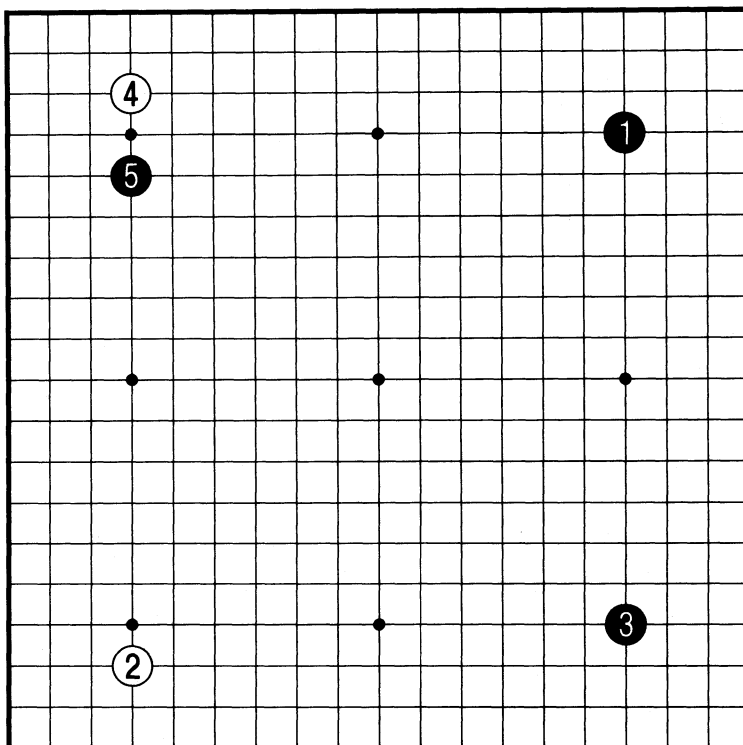
After the sequence to White 6, Black's pincer at 7 is another possible strategy. When White jumps to 8, Black 9 is a good way of attacking the white stones. This sequence is playable for both sides.



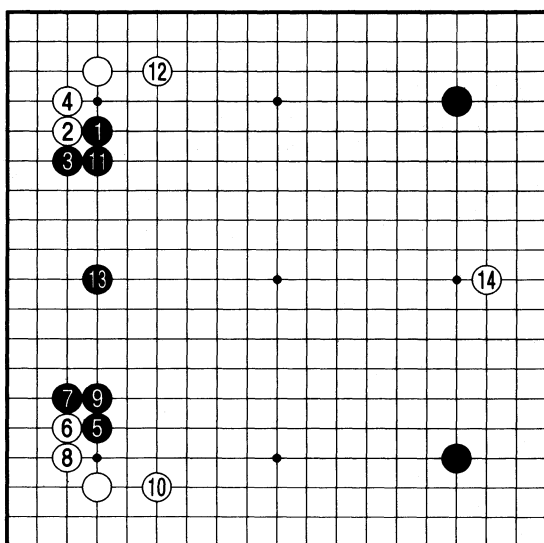
Dia. 22. A variation for White

If White doesn't like the result in *Dia. 21*, he can immediately extend to 2. Against Black 3, White's attachment at 4 is the correct move. The result to Black 13 is even.

Pattern 28. Two Star Points Versus Facing 3-4 Points

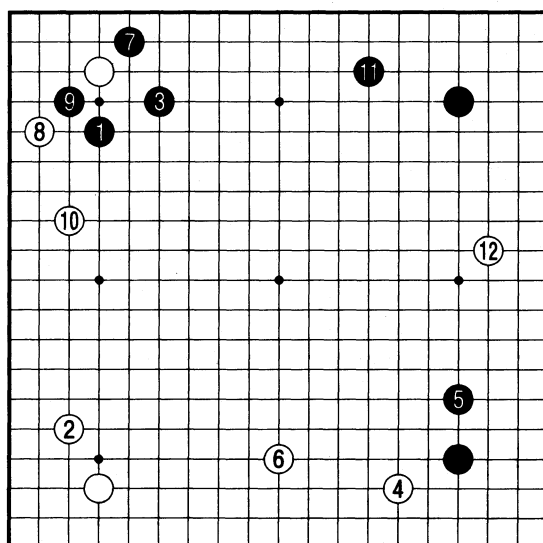


Black has taken two star points while White has played facing 3-4 points. Black 5 seems to be the normal move in this position. Let's study the variations after Black 5.



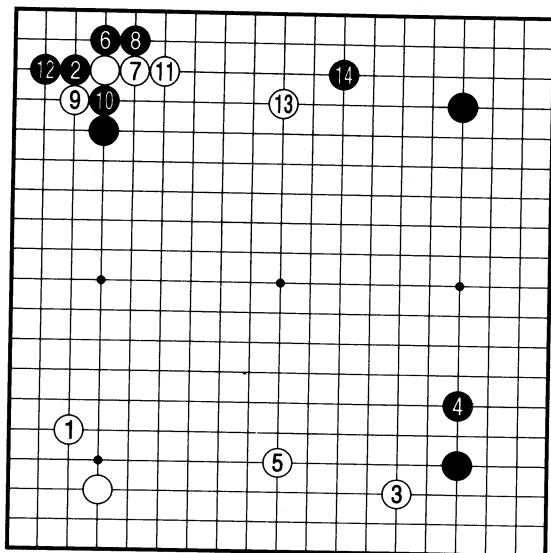
Dia. 1. A basic opening pattern

Against Black's approach at 1, White's attachment at 2 is natural. The hane of 3 and the approach of 5 are a tactic that Black might adopt. The sequence to Black 13 is one possible variation. White next splits Black's position the right side with 14. This is a basic opening pattern.



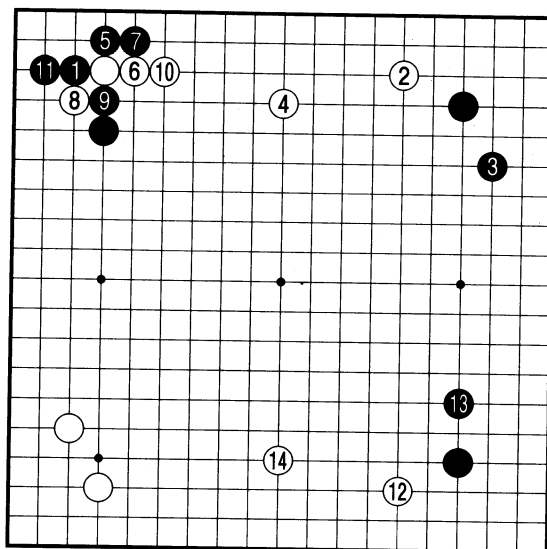
Dia. 2. A variation for White

In answer to Black 1, making a corner enclosure with White 2 is also a possible strategy. Black's knight's move at 3 next is natural. The sequence to White 12 can be expected. This opening is also playable for both sides.



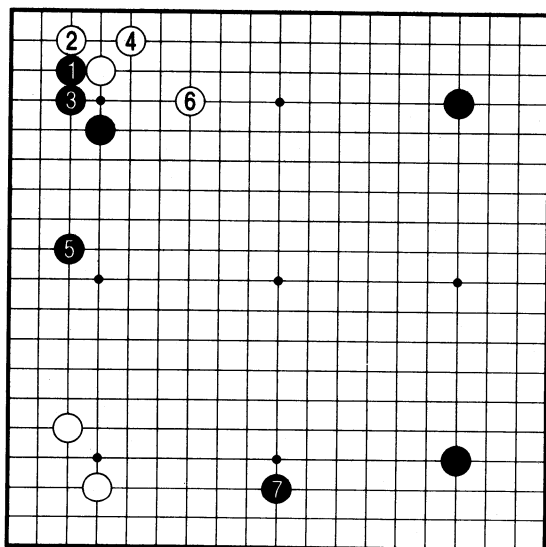
Dia. 3. A territory-oriented strategy

Against White 1, Black's attachment at 2 is also a possible way of playing. Next, White plays at the bottom with 3 and 5. The sequence to White 13 can now be expected. Finally, the checking extension of Black 14 is an excellent move. This is a dynamic opening for Black.



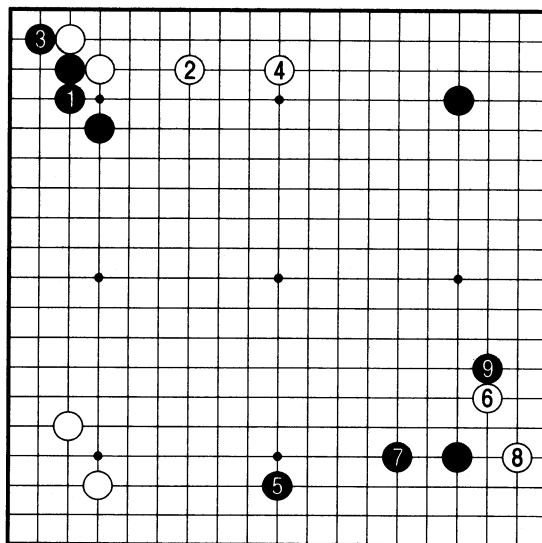
Dia. 4. The correct order of moves

White's approach at 2 is the correct response to Black 1. The sequence to White 14 is a possible variation. This is an even result.



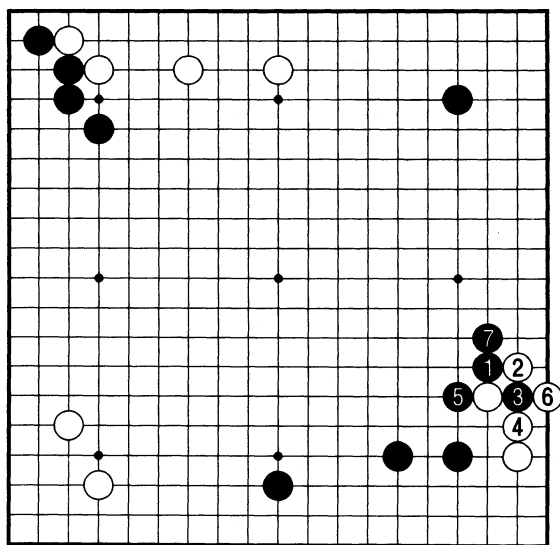
Dia. 5. A simple exchange

Against Black's attachment at 1, White's hane at 2 is also a possible response. The sequence to White 6 is a basic joseki. Next, Black extends to 7, the largest point on the board.



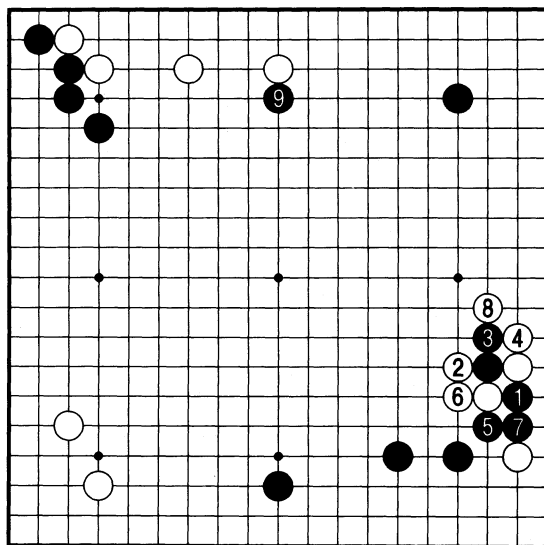
Dia. 6. A quick development for White

When Black pulls back with 1, the two-space extension to 2 is also a possible strategy. If Black hanes with 3, White can extend again to 4. This was White's plan. Black 5 is an excellent extension. The moves to Black 9 can be expected. Next —



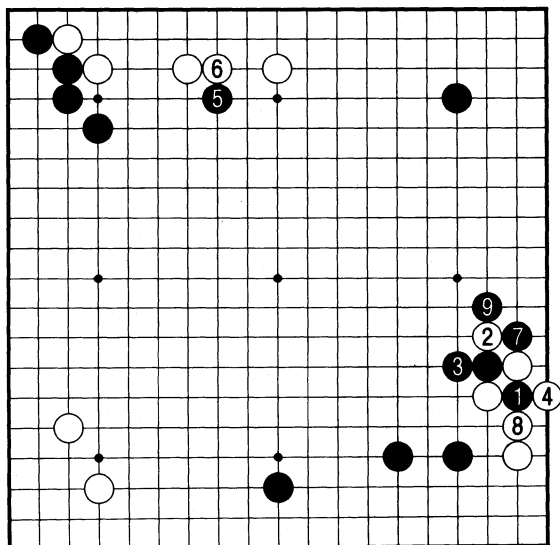
Dia. 7. Thick for Black

Against the attachment of Black 1 (9 in *Dia. 6*), the hane of White 2 is a possible move. The cut of Black 3 is a natural response. The sequence to Black 7 can now be expected, but this result is slightly better for Black.



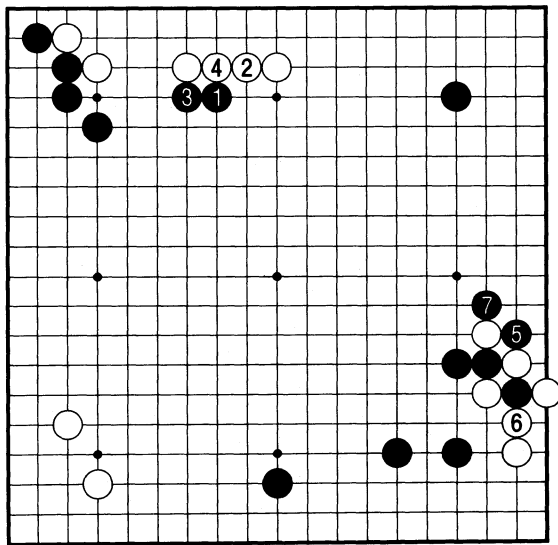
Dia. 8. Breaking the ladder

Against Black's cut at 1 (3 in *Dia. 7*), White's atari at 3 and extension to 5 are normal. The sequence to White 8 is a joseki. Next, Black plays 9 to break the ladder. A complicated middle game, in which a ladder is involved, is now inevitable.



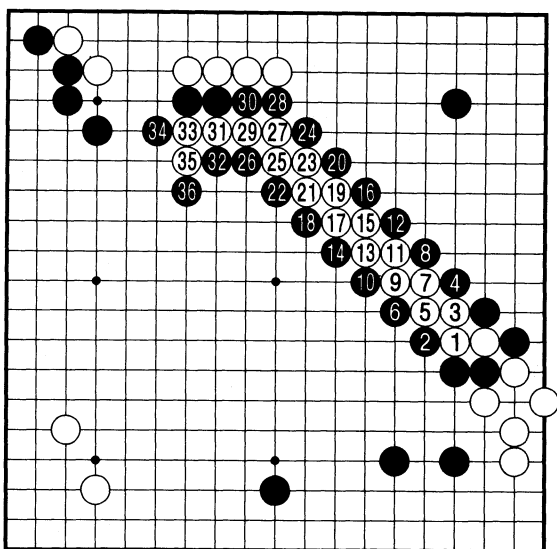
Dia. 9. A variation for White

After Black extends to 3, White 4 is based on the premise that the ladder is favorable for White. However, Black 5 is an excellent move. If White submissively answers with 6, Black can capture a stone in a ladder with 7 and 9.



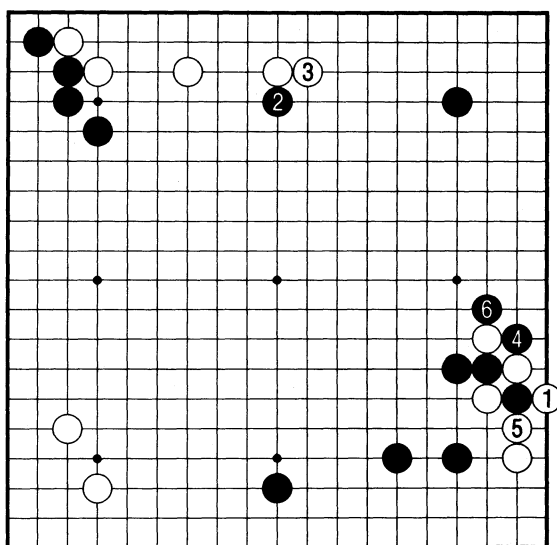
Dia. 10. Satisfactory for Black

If White answers Black's peep at 1 with 2, 3 is a good probe that makes the ladder favorable for Black. With the sequence to 7, Black can capture a stone in a ladder, as in the next diagram.



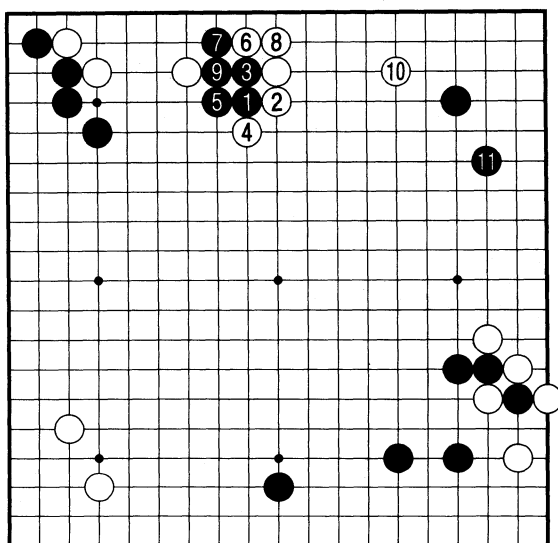
Dia. 11. Disastrous for White

White cannot escape with 1. The sequence to 36 shows how the white stones are captured in a ladder.



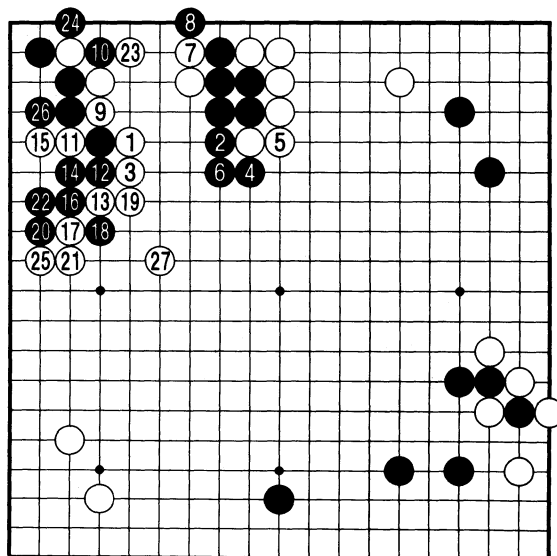
Dia. 12. Another way

Against the atari of White 1, Black's attachment at 2 is also possible. The exchange of Black 2 for White 3 is bad for White in terms of territory. However, Black can capture a stone in a ladder. This result seems to be playable for both sides.



Dia. 13. White's resistance

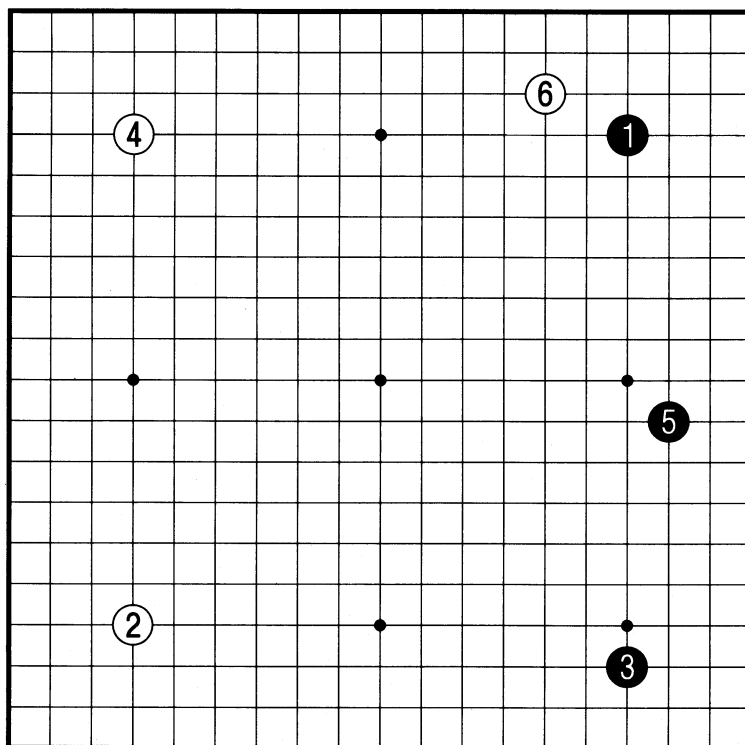
Against Black 1, White 2 is the strongest response. If Black 3, after the hane of White 4, the sequence to Black 11 is the correct order of moves. Next —



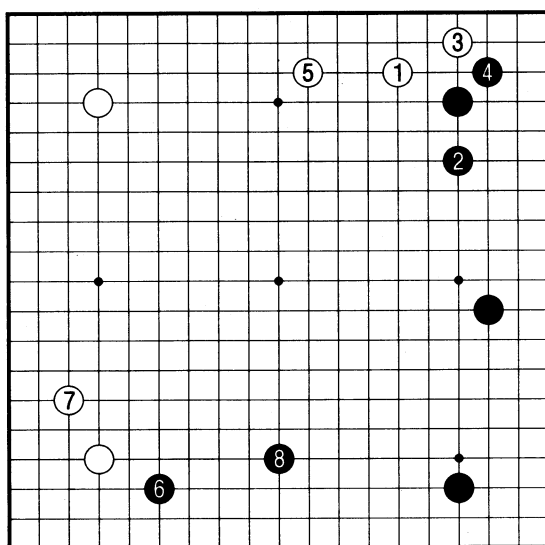
Dia. 14. Favorable for White

White's attachment at 1 is a good move and the sequence to White 27 can be expected. White's sacrifice tesuji of 11 and 15 has been successful.

Pattern 29. The Chinese Opening (1)

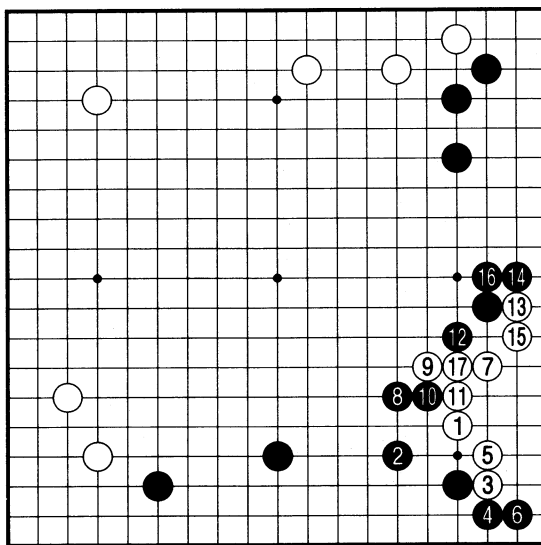


Black 1, 3, and 5 make up the Chinese opening, one of the most popular opening patterns among professionals for the last 25 years. White's approach at 6 is one of the moves used to counter this opening. Let's discuss the variations after White 6.



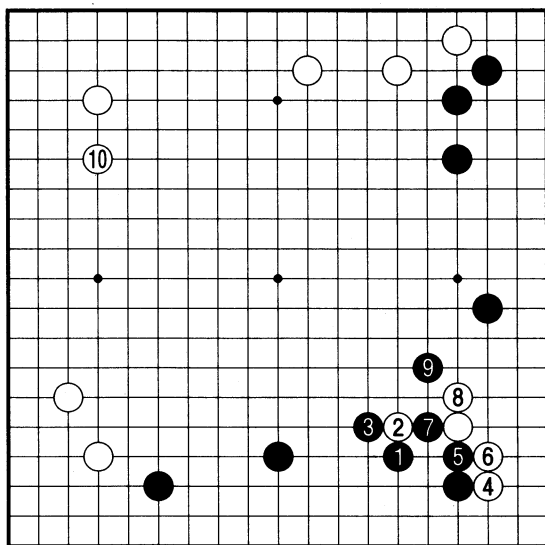
Dia. 1. A common opening

If Black answers White's approach at 1 with 2, the sequence to Black 8 shows one of the most common variations of the Chinese opening. Next —



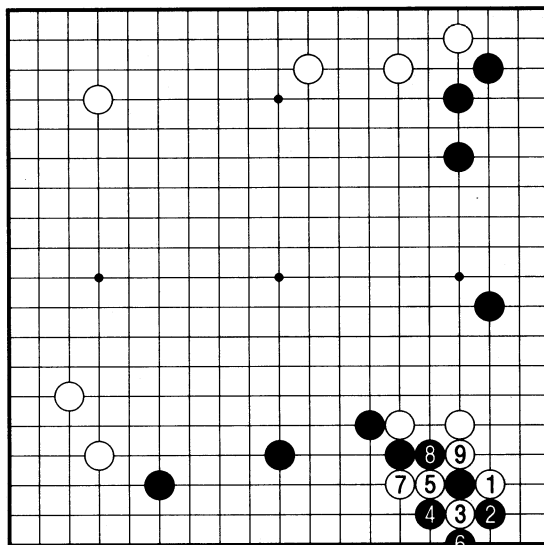
Dia. 2. A basic joseki

White's approach at 1 becomes an urgent move in this position. White 2 is a commonsense response. Next, the sequence to Black 16 makes up a basic joseki.



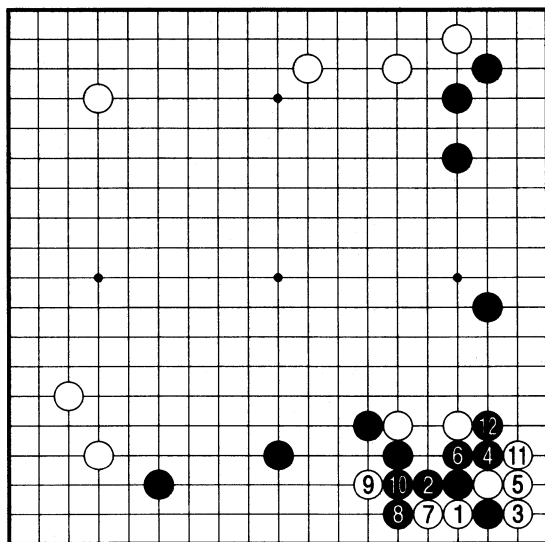
Dia. 3. Good for White

Against Black 1, White's attachment at 2 is a possible way of playing. If Black answers with the hane of 3, White plans to attach with 4. However, Black 5 and 7 are not good. The sequence to White 10 is unfavorable for Black.



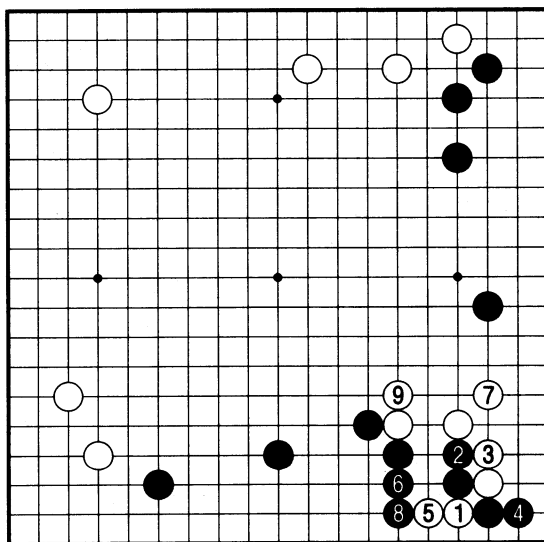
Dia. 4. The correct response for Black

Answering White 1 with the hane of Black 2 is the correct response. However, the atari of Black 4 is questionable. The result to White 9 is almost hopeless for Black.



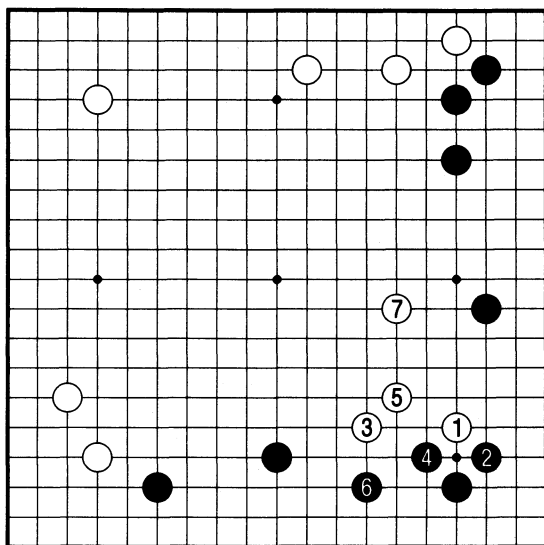
Dia. 5. An even exchange

When White cuts with 1 (3 in *Dia. 4*), the extension to Black 2 is the correct response. The sequence to Black 12 can be expected. This result is well balanced between territory and influence.



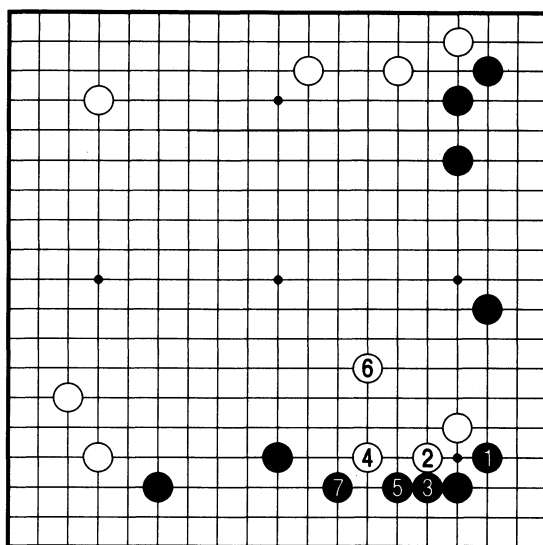
Dia. 6. Good for White

Answering White's cut at 1 by bumping against the white stone with 2 is questionable. White 3 forces Black to answer with 4. The result to 9 is good for White.



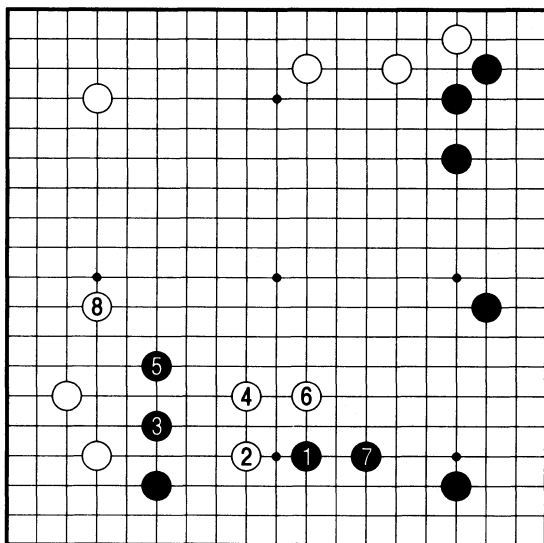
Dia. 7. Variation for Black

Answering White's approach at 1 with the diagonal move of Black 2 is another possible strategy. This move emphasizes territory. The sequence to White 7 is a basic pattern.



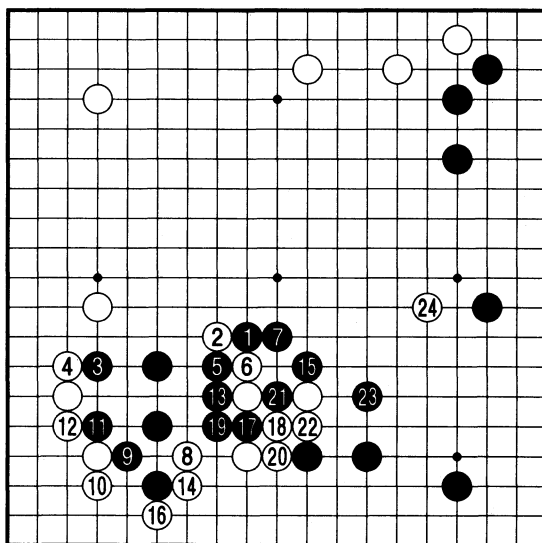
Dia. 8. Standard shape

After the sequence to Black 5, White 6 is a light move that quickly settles White's stones. The result to Black 7 is even.



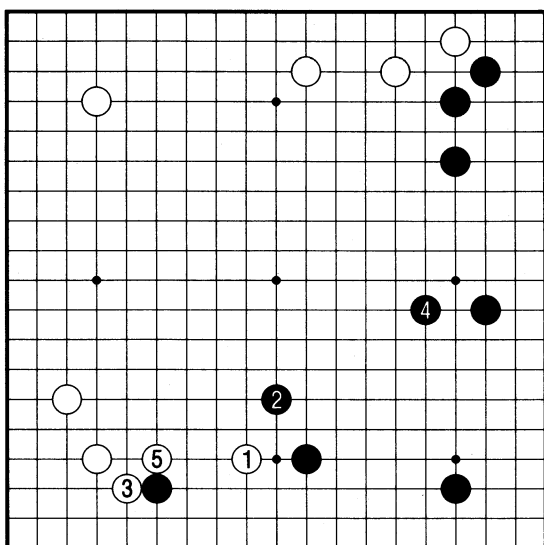
Dia. 9. A variation for Black

Black can make an even larger extension from his stone on the left with 1 (8 in *Dia. 1*). This move focuses on the lower right corner rather than the bottom. White's invasion at 2 is natural. The sequence to White 8 is a natural continuation. Next —



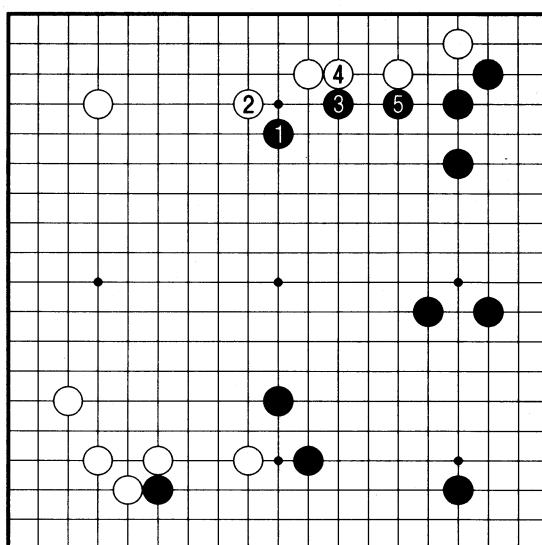
Dia. 10. A professional game

Black's cap at 1 was played in a game by Yu Ch'ang-hyeok 9-dan. After the sequence to 23, Black has become thick in this area. However, White's cap at 24 is an excellent move, making this sequence playable for White.



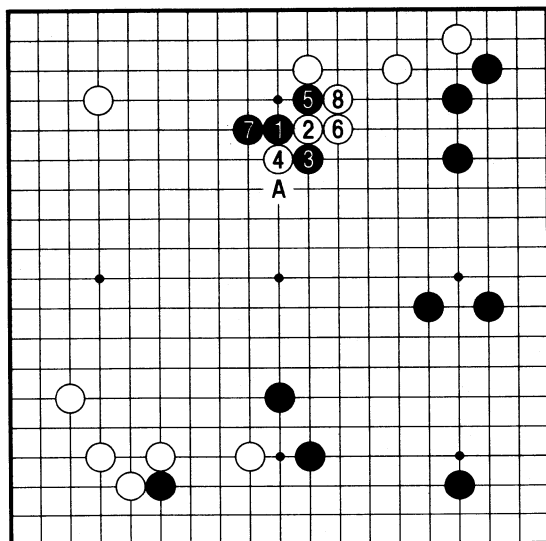
Dia. 11. The key point for expansion

The knight's move of Black 2 is also a possible strategy. Against White's attachment at 3, Black's one-space jump to 4 is the key point for expanding his moyo. After White 5 —



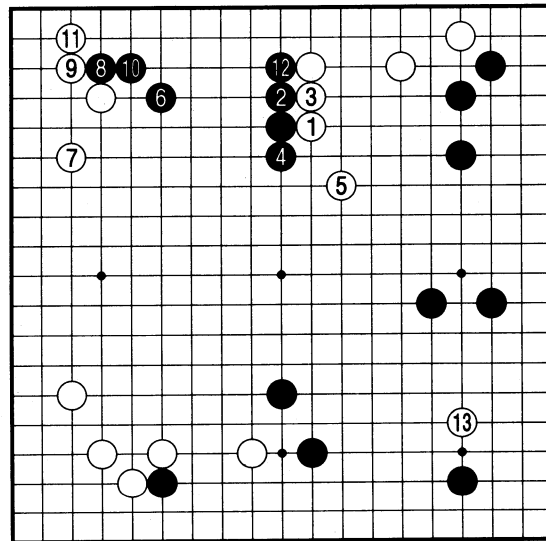
Dia. 12. Favorable for Black

Black 1 is the key point in this position. However, White 2 is a careless move. Black completes a large-scale framework with 3 and 5. This result is ideal for Black.



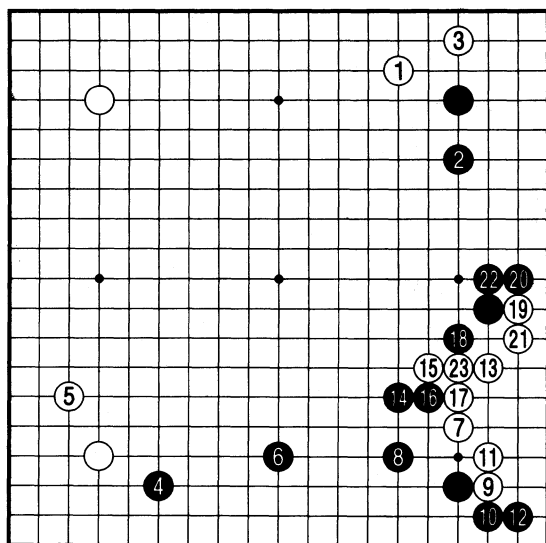
Dia. 13. White's resistance

Against Black 1, it is natural to resist with the attachment of 2. Answering the hane of Black 3 with the cut of White 4 is a very strong move. The result to 8 is good for White because the ladder at Black A does not work.



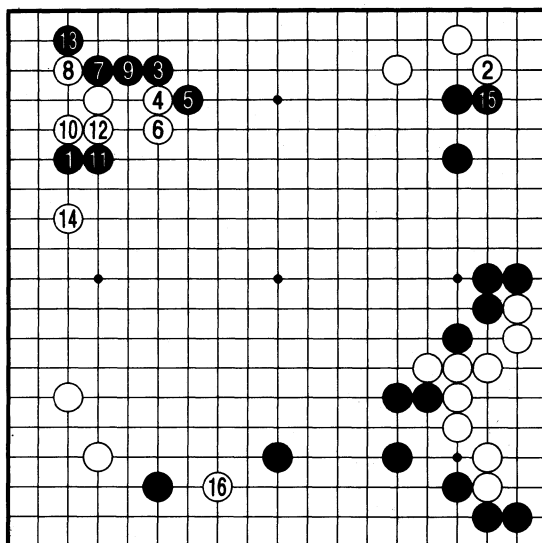
Dia. 14. A reasonable exchange

When White attaches at 1, Black 2 is the proper move. The sequence to White's approach at 13 is usual and is playable for both sides.



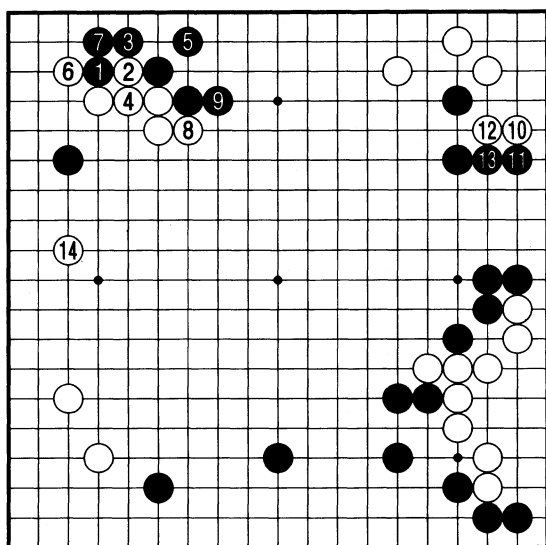
Dia. 15. A fast-paced opening

Against White 3, Black can omit 4 in *Dia. 1* and immediately switch to the bottom with 4 and 6. White 7 again becomes an urgent move. The sequence to White 23 is a basic pattern. Next —



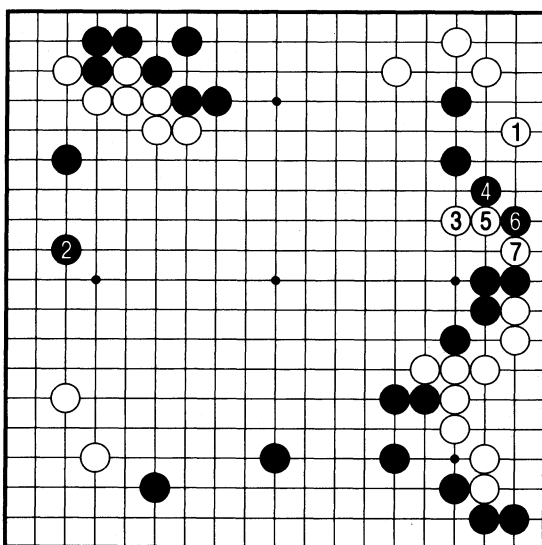
Dia. 16. From a professional game

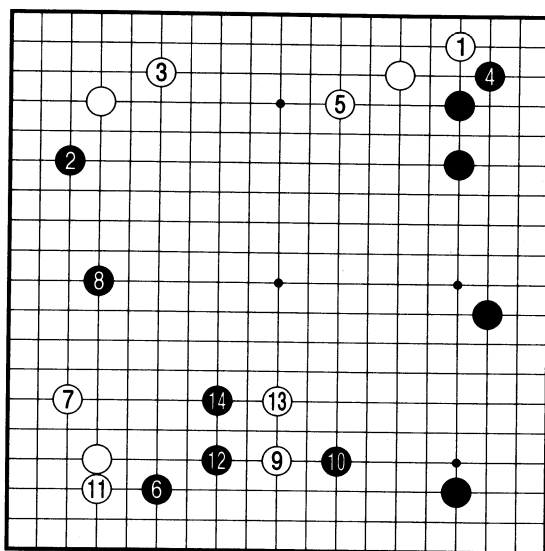
Black's approach at 1 is natural and answering White 2 with a second approach at 3 is a very vigorous move. The sequence to White 16 is natural. This is an even result.



Dia. 17. A variation for White

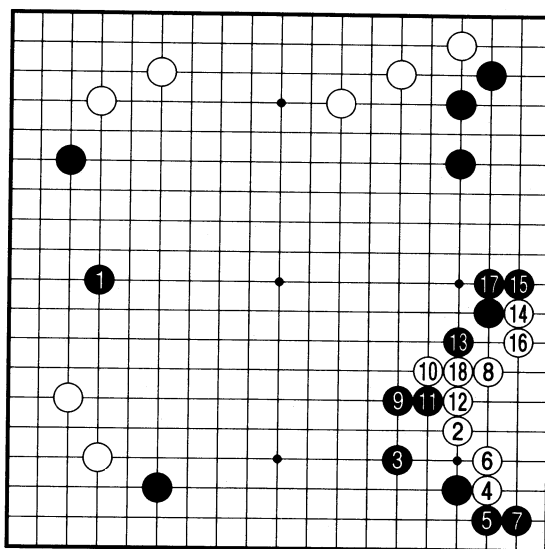
Against the attachment of Black 1 (7 in *Dia. 16*), White's wedge-in at 2 and connection at 4 are also possible. The sequence to White's pincer at 14 is usual. This is an even result.





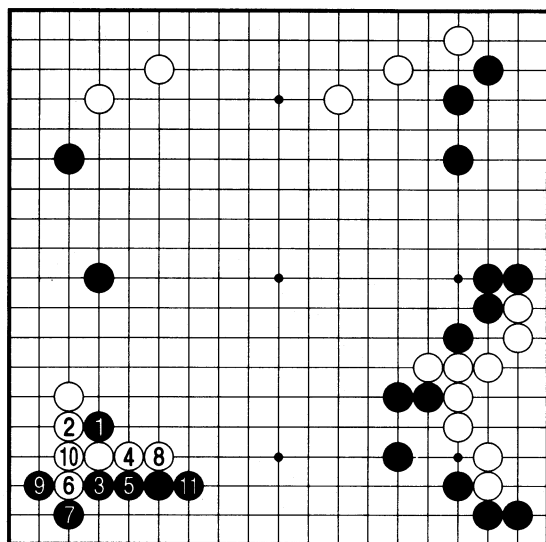
Dia. 19. A variation for Black

When White slides to 1, Black's approach at 2 is also possible. The sequence to White 7 is normal. However, Black 8 is a special tactic. If White pincers at 9, Black 10 becomes an excellent move. The sequence to 14 is good for Black.



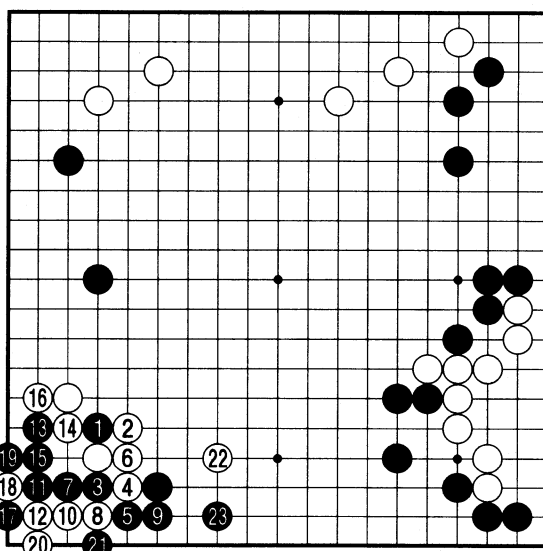
Dia. 20. The proper move

Against Black's extension to 1 (8 in *Dia. 19*), White's approach at 2 is the proper move to restrict Black's overall influence. The sequence to White 18 can be expected. Next —



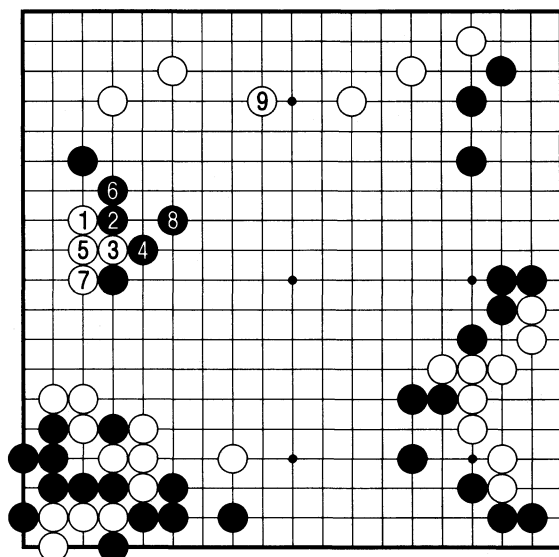
Dia. 21. Favorable for Black

Black's attachment at 1 is a surprisingly powerful move. If White answers with 2, after the sequence to 11, Black has enough territory to take the lead.



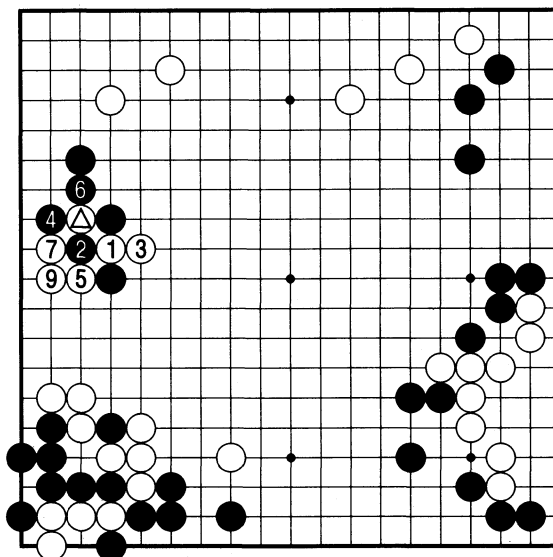
Dia. 22. The best move for White

Against the attachment of Black 1, the hane of White 2 is the proper move. The sequence to Black 23 can be expected. However, Black's territory is slightly better than White's influence. Next —



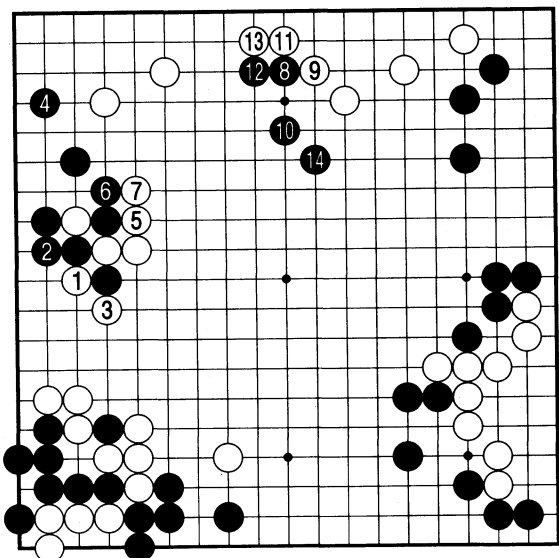
Dia. 23. The key invasion point

White's invasion at 1 is natural. Against Black's attachment at 2, White's wedge-in at 3 is a basic tesuji. The result to White 9 is sufficient for White.



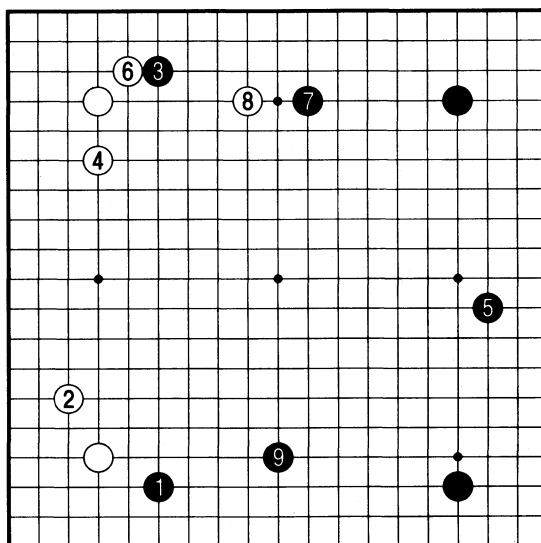
Dia. 24. The correct move for Black

When White wedges in with 1, going after the marked stone with Black 2 and 4 is correct. However, Black 6 is too pessimistic. The result to White 9 is bad for Black. Instead of 6 — (Black 8 is played at the marked stone.)



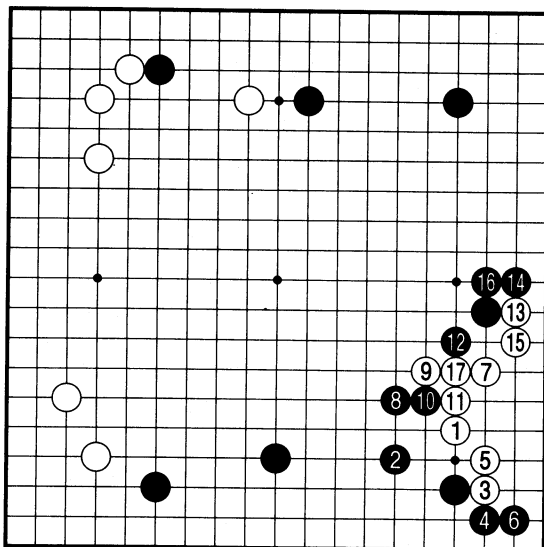
Dia. 25. Sufficient for Black

In this position, Black's connection at 2 is a good move. The sequence to Black 14 can be expected. This opening is satisfactory for Black.



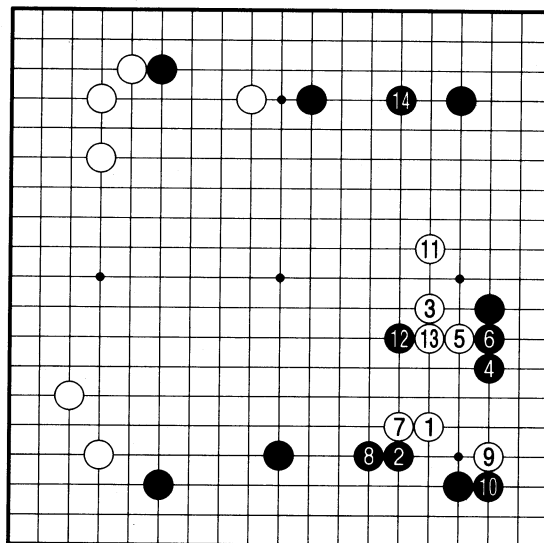
Dia. 26. A positive way

After the sequence to White 4, Black's extension to 5 emphasizes speed of development. Black 7 and 9 are moves consistent with Black's moyo strategy. Next —



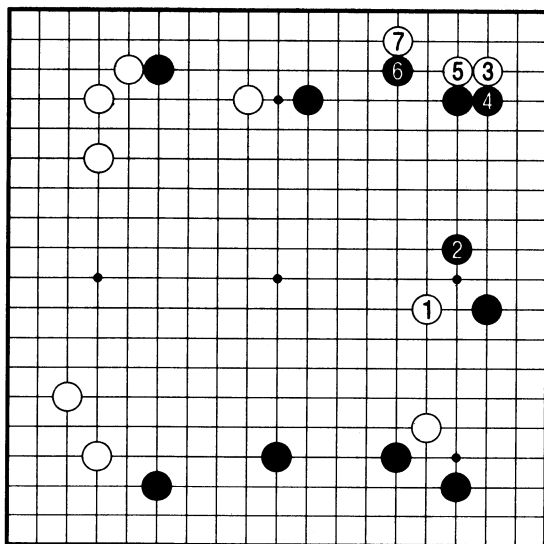
Dia. 27. Better for Black

It is urgent that White approach with 1 to restrict Black's influence. However, the result to 16 seems to be better for Black.



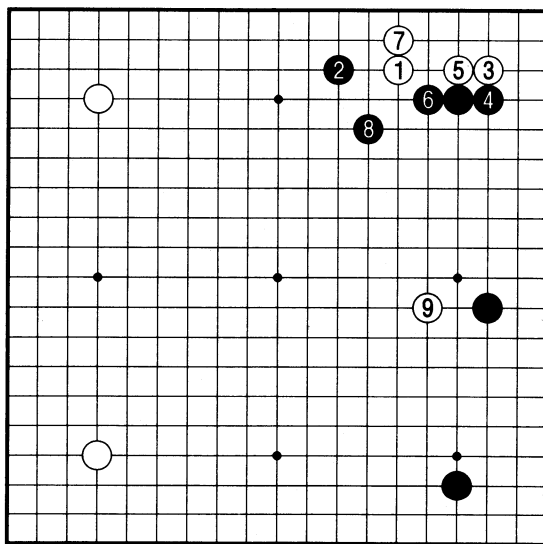
Dia. 28. An equal result

White's approach at 1 is an expedient move. The sequence to Black 14 can be expected. This sequence is playable for both sides.



Dia. 29. A variation for Black

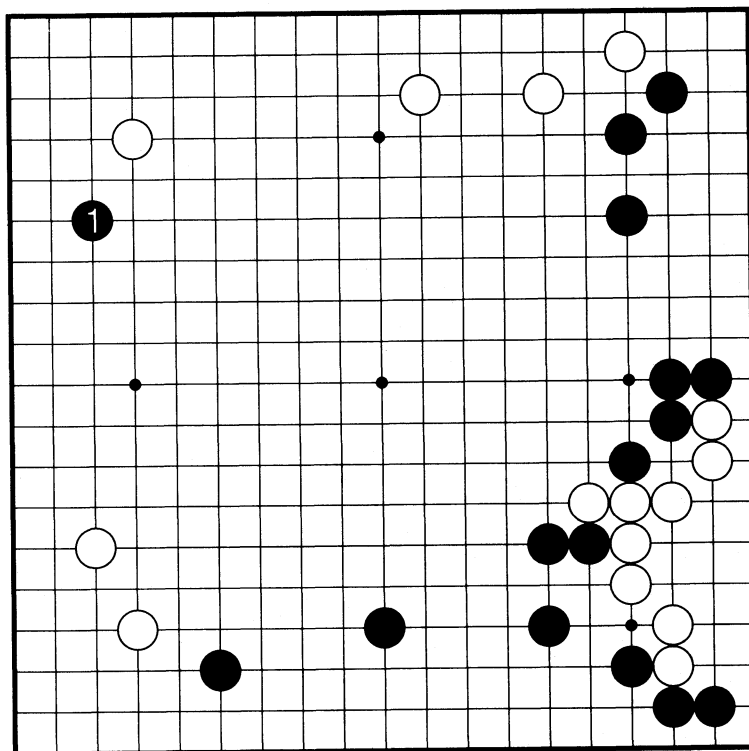
Against the cap of White 1, Black's knight's move at 2 is also possible. White 3 is an urgent invasion. The sequence to White 7 is a commonsense move order.



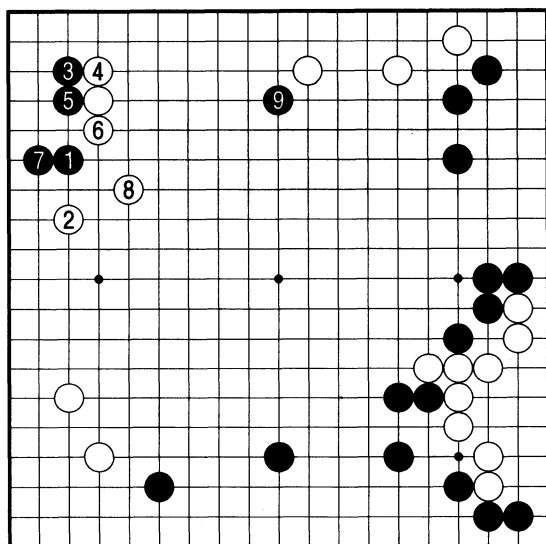
Dia. 30. The key point of reduction

Answering White's approach at 1 with the one-space pincer of Black 2 is not good. The sequence to Black 8 is a basic joseki. However, White 9 is an excellent cap that erases the potential of Black's moyo.

Pattern 30. The Chinese Opening (2)

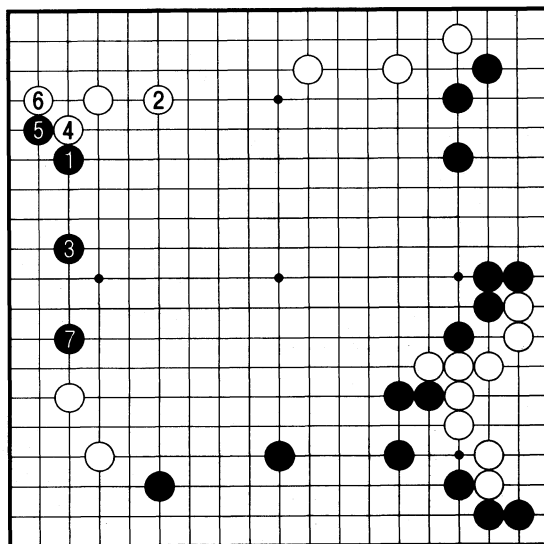


This diagram shows the position after the variation in *Dia. 2* of Pattern 29 is played. The approach of Black 1 signals a turning point in White's strategy. White wants to play strongly against this move. Let's study the variations after Black 1.



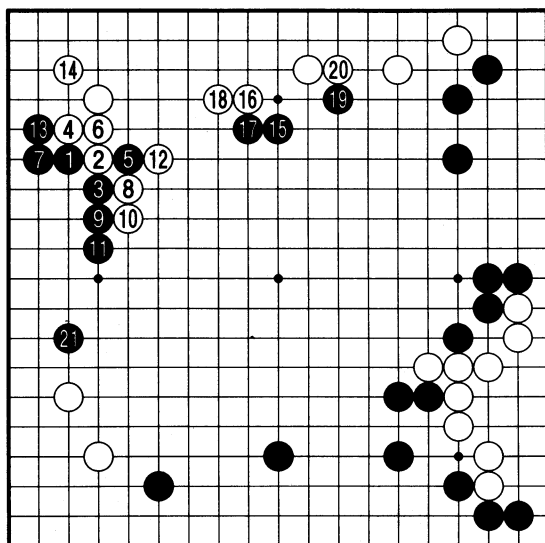
Dia. 1. Satisfactory for Black

The pincer of White 2 is a possible way of playing. The invasion of Black 3 is now the key point. With the sequence to 8, White has put emphasis on the influence at the top, but Black's shoulder hit at 9 is an excellent erasing move.



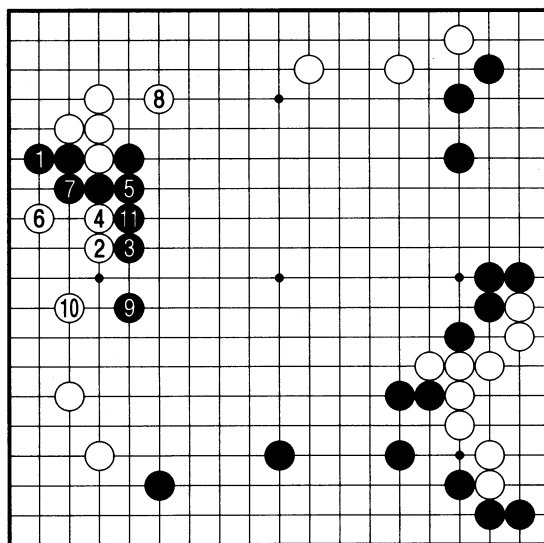
Dia. 2. Black has a dynamic position.

Against Black 1, White's response at 2 is also a possible move in this position. However, Black's two-space extension to 3 is a calm move. Next, Black 5 and 7 are a good combination. Black's position is more dynamic than White's.



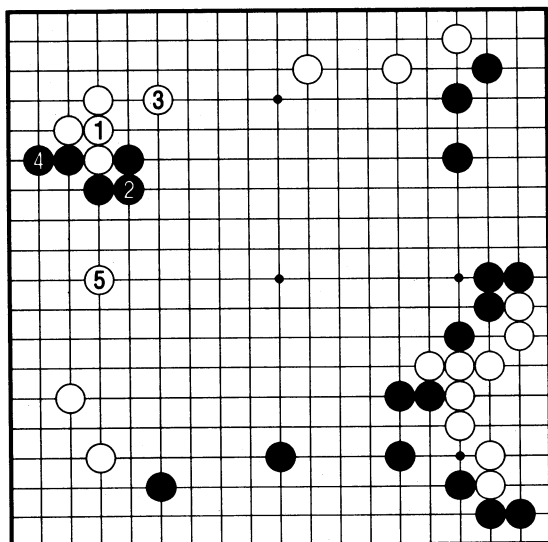
Dia. 3. Black is ahead.

Attaching and blocking with White 2 and 4 is another way of playing. After the atari of 5, the sequence to Black 21 is one possible variation. However, White's position at the top is a bit low.



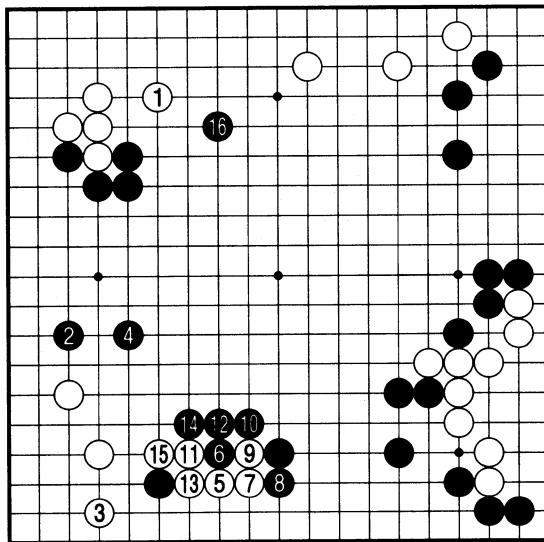
Dia. 4. Good for White

Descending to Black 1 (7 in *Dia. 3*) is a unique move. White should play a pincer at 2. The sequence to White 10 is a standard continuation in this position. However, this result is good for White.



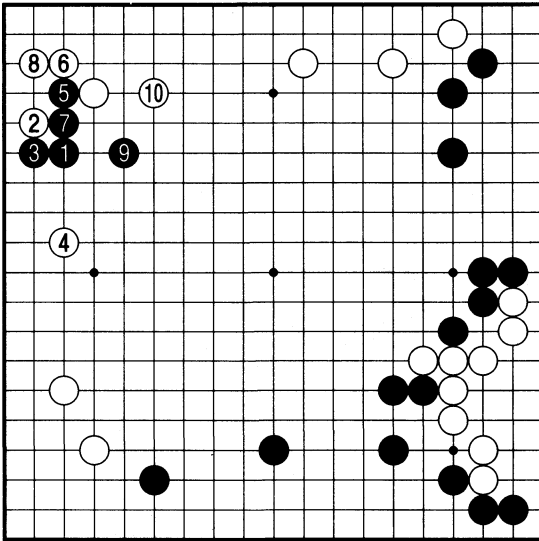
Dia. 5. A variation for Black

After White 1, Black's connection at 2 is the correct response. White 3 next is unavoidable. However, Black's descent to 4 is questionable. White's pincer at 5 becomes an excellent attacking move. This result is very bad for Black.



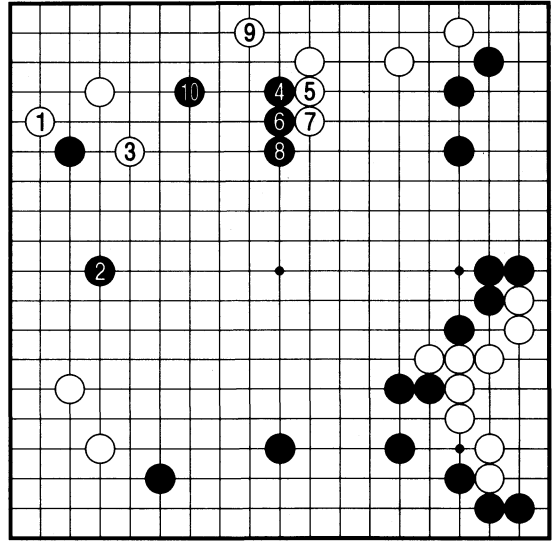
Dia. 6. The correct move for Black

Against White 1 (3 in *Dia. 5*), Black's checking extension to 2 is the correct move. Next, the sequence to Black 16 is one possible way of playing. Black's thickness is superior to White's influence.



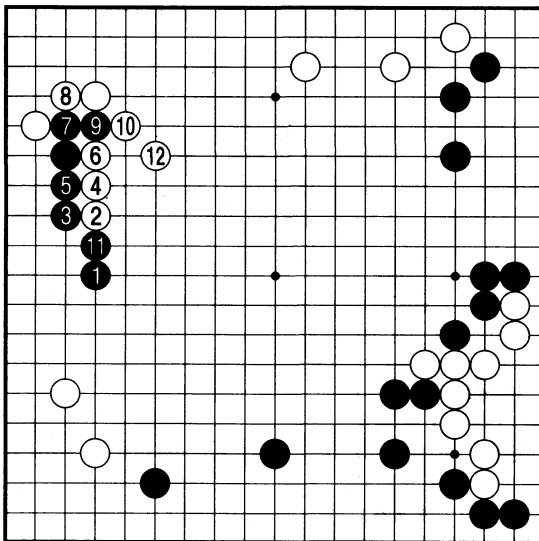
Dia. 7. A strong move for White

Against Black 1, White's knight's move at 2 is good in this position. After Black 3, White's pincer at 4 is very powerful. The result to 10 is better for White.



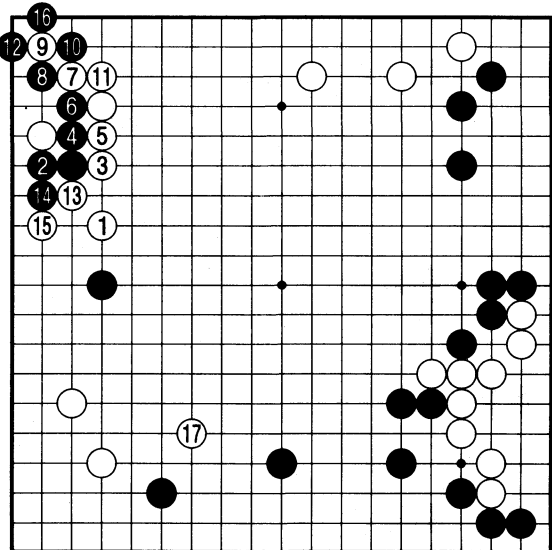
Dia. 8. The correct move for Black

After White 1 (2 in *Dia. 7*), Black's extension to 2 is the correct move. Next, White 3 looks good, but it invites the excellent shoulder hit of Black 4, so this result is not good for White.



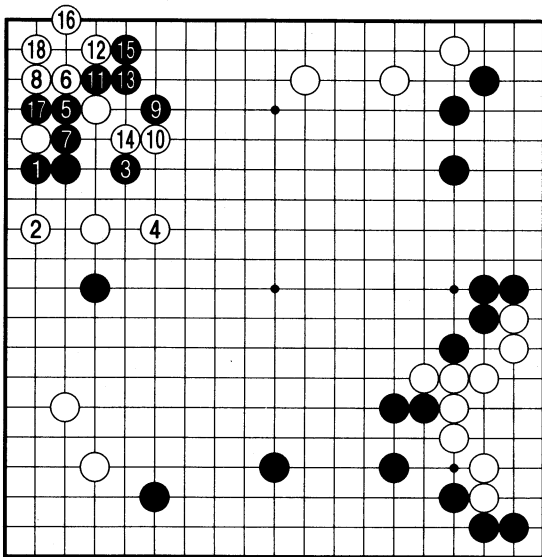
Dia. 9. White is thick.

Answering Black 1 with White 2 looks silly, but it is a strong move in this position. The sequence to White 12 can be expected. However, this result is a bit better for White.



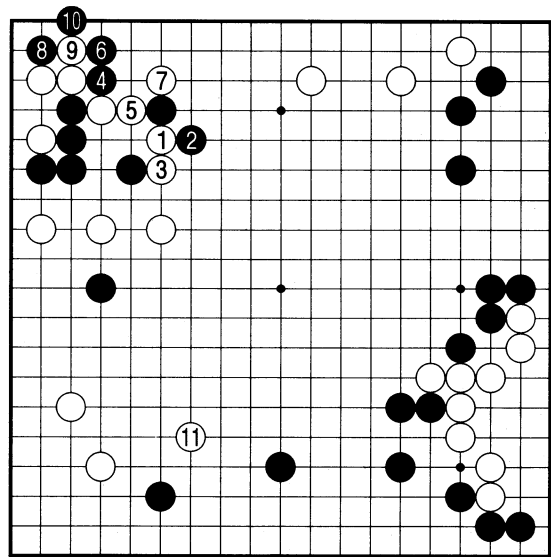
Dia. 10. Dynamic for White

Against White 1, Black 2 aims to avoid *Dia. 9*. However, White's attachment at 3 is very good. The result to 17 leaves White with a dynamic position.



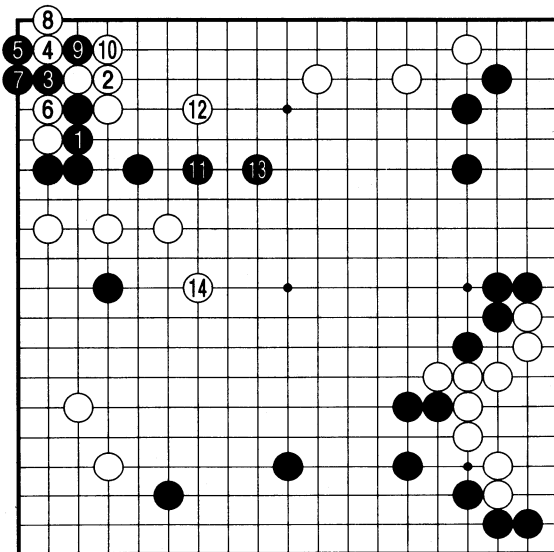
Dia. 11. Black is in trouble

After Black 1, White's one-space jump to 2 can also be considered. After the exchange of Black 3 for White 4, the sequence to White 18 is one variation. However, this result is not good for Black, because he is left with two weak groups.



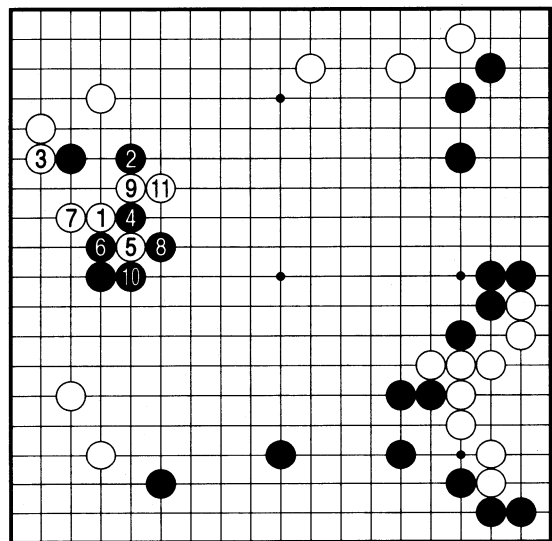
Dia. 12. An even exchange

The hane of Black 2 is the correct answer to White 1. The sequence to Black 10 can now be expected. The result is a good balance between territory and influence. Next, White takes the largest point with 11. This opening is playable for both sides.



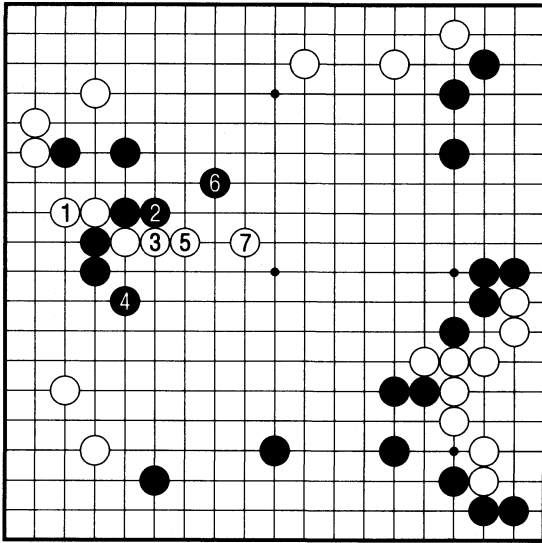
Dia. 13. An even result

Against Black 1, White's connection at 2 is also possible. The moves to White 14 can now be expected. This opening is also playable for both sides.



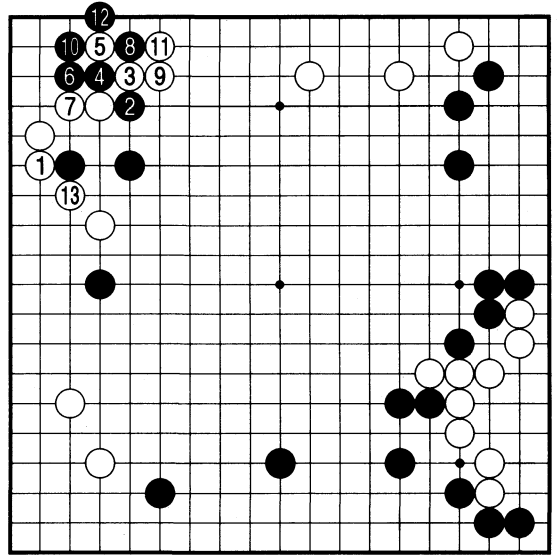
Dia. 14. Enough for White

Against White 1, Black's jump to 2 is another way of playing. White 3 is the normal choice, but 4 is a dangerous move for Black. The result to White 11 is not good for Black.



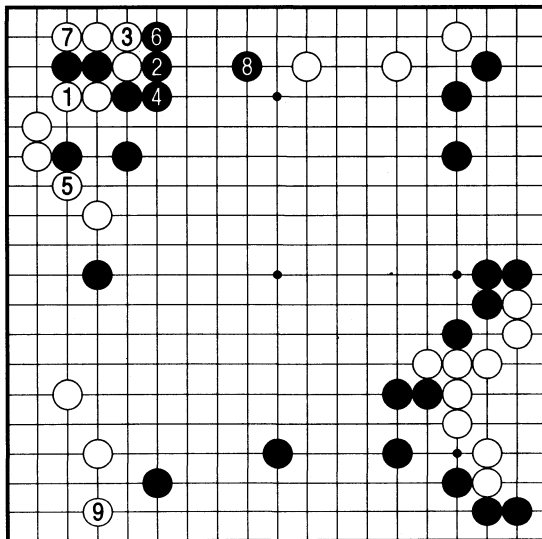
Dia. 15. Black is in trouble.

When White draws back to 1, Black's extension to 2 is questionable. The sequence to White 7 is one possible variation. This fight will not be good for Black, because he has two weak groups while White has only one.



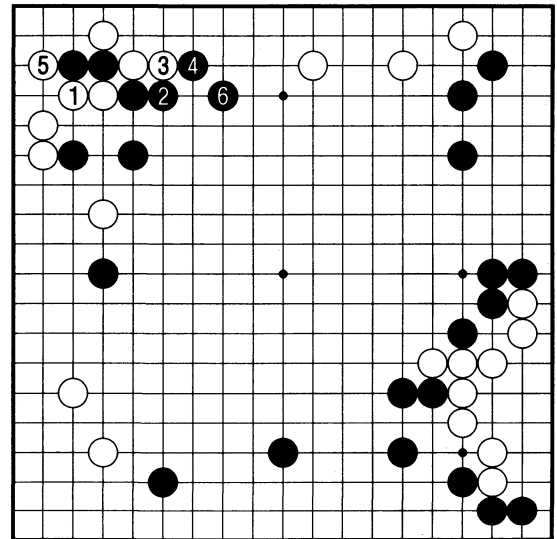
Dia. 16. The correct move for Black

Against White 1 (3 in *Dia. 14*), the attachment of Black 2 is the correct move. After White hane's with 3, Black 4 is a tesuji that makes sabaki. However, Black 6 and 8 are dubious. The result to 13 is good for White.



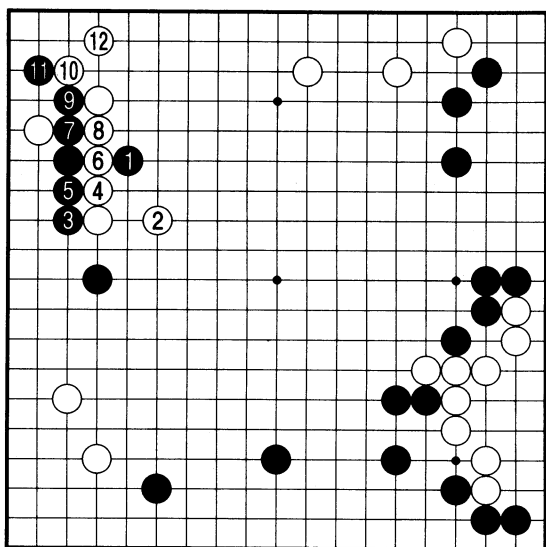
Dia. 17. Satisfactory for White

Against White 1, the atari of Black 2 is not good either. The sequence to Black 8 can be expected. This result is also favorable for White.



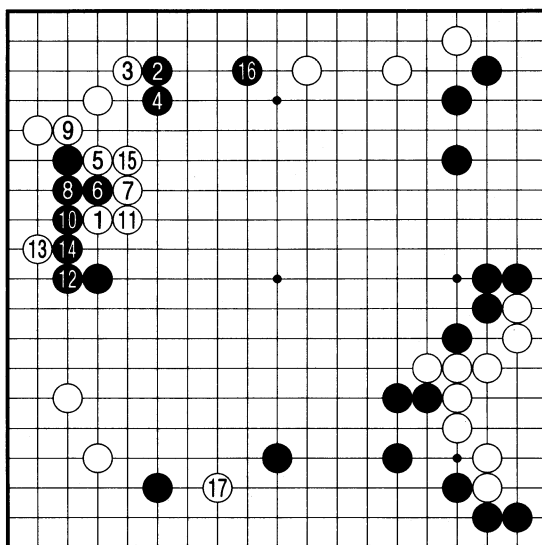
Dia. 18. An even result

The correct answer to White 1 is for Black to extend to 2. Next, the sequence to Black 6 is natural. This is an even result.



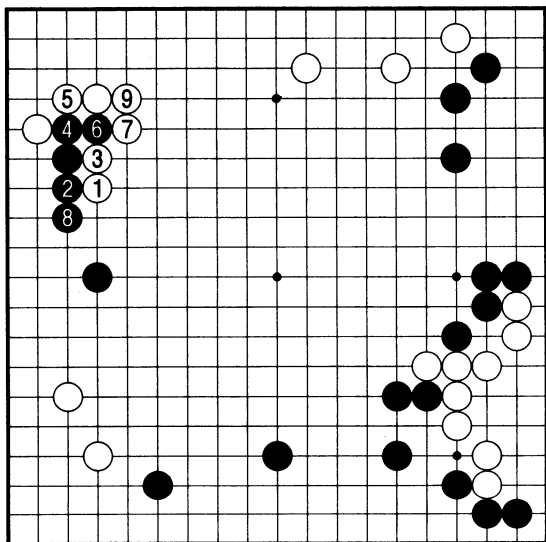
Dia. 19. White is thick

After the exchange of Black 1 for White 2, Black can attach underneath with 3. However, after the sequence to White's diagonal connection at 12, White's thickness is superior to Black's territory.



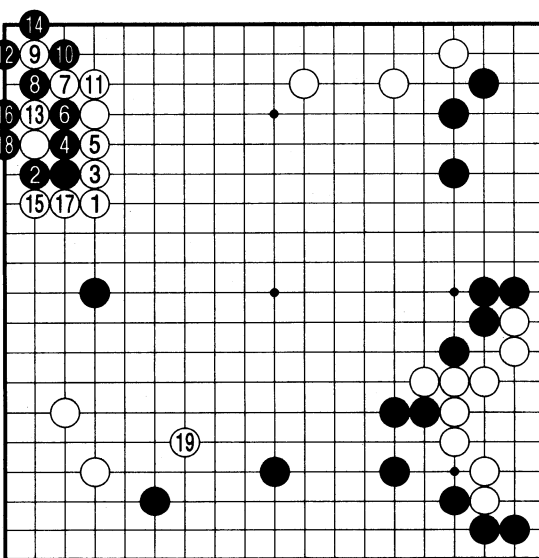
Dia. 20. Sufficient for White

Answering White 1 with a second approach at Black 2 emphasizes the top. However, it is questionable in this position. After the sequence to 17, White controls the whole board.



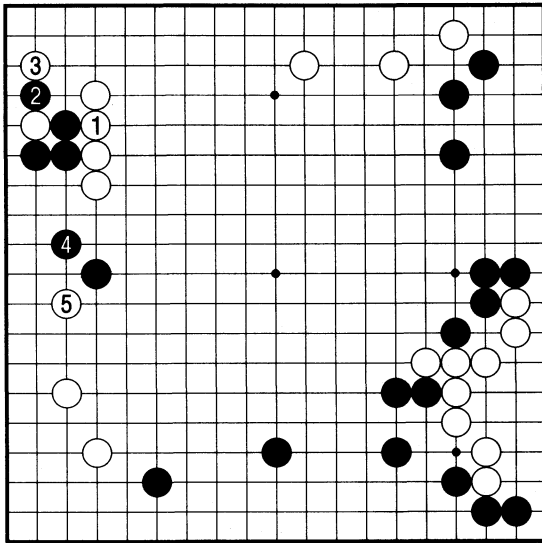
Dia. 21. A powerful move

The shoulder hit of White 1 is a strong move. Next, the sequence from Black 2 to White 9 is natural. This result is better for White.



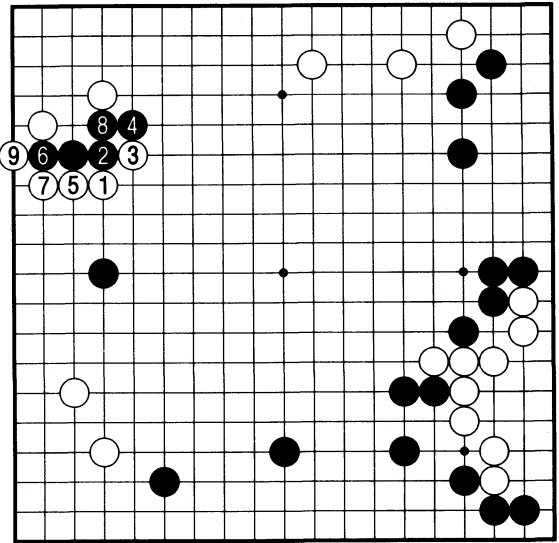
Dia. 22. Satisfactory for White

Responding to White 1 by blocking with Black 2 is also questionable. With the sequence to Black 18, White builds a thick wall in sente. He then takes the biggest point on the board with 19. White's thickness is much better than Black's territory.



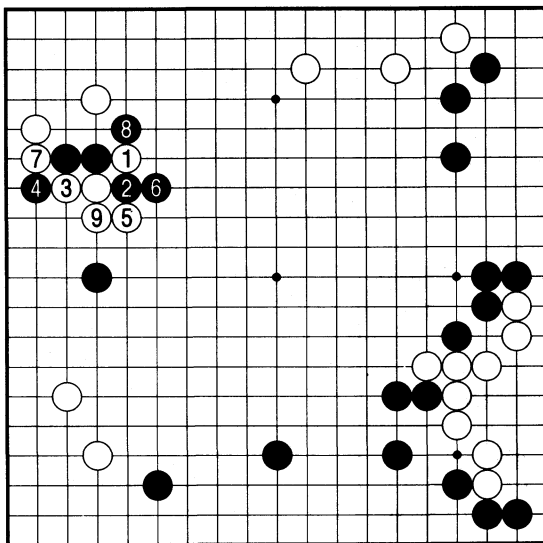
Dia. 23. Favorable for White

After White connects with 1, the atari of Black 2 is the best move locally. However, after the exchange of 3 for Black 4, White 5 is painful for Black. This result is also good for White.



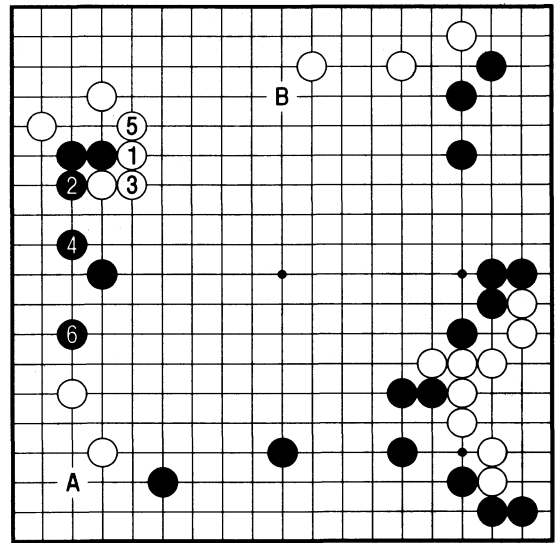
Dia. 24. Satisfactory for White

If White makes a shoulder hit with 1, Black's push at 2 is a natural way to resist. However, answering White's hane at 3 with Black 4 is wrong. White 5 is a very strong response. The result to 9 is clearly good for White.



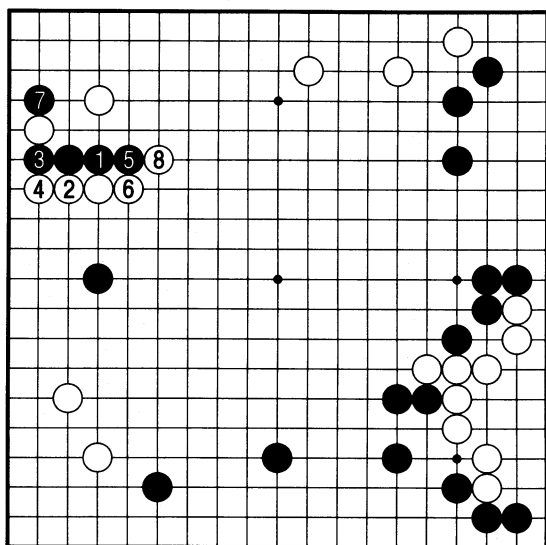
Dia. 25. Favorable for White

Against the hane of White 1, Black can't expect a good result by cutting with 2. White 3 is a good move. The result to White 9 is also favorable for White.



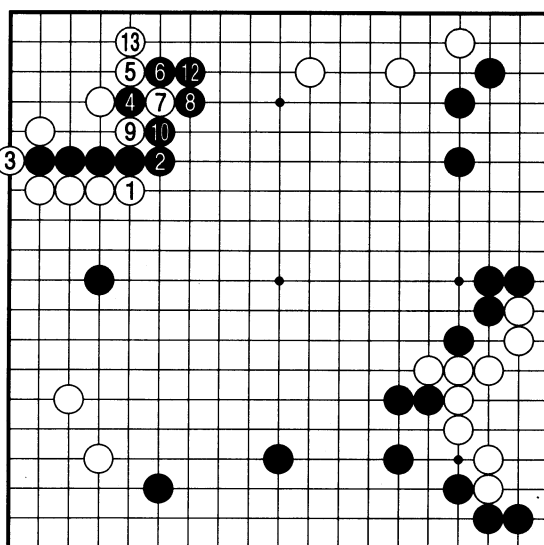
Dia. 26. The correct move for Black

When White hanes with 1, turning with Black 2 is the correct move. The sequence to Black 6 is one possible continuation. This result is good for Black, because the points A and B are miai.



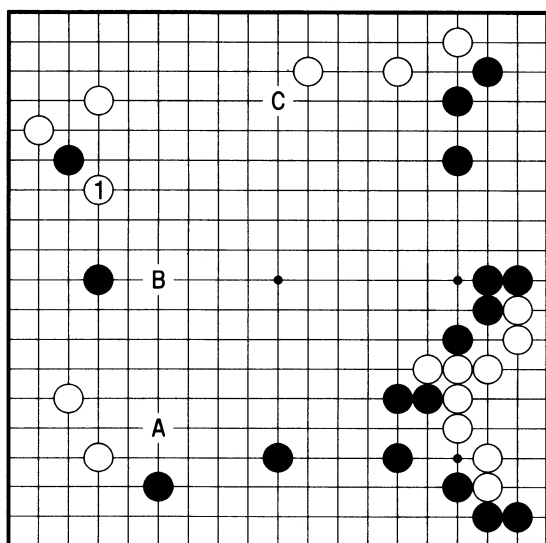
Dia. 27. The strongest move for White

Against Black 1, blocking with 2 is the strongest move for White. If Black 3 next, the sequence to the hane of 8 is favorable for White.



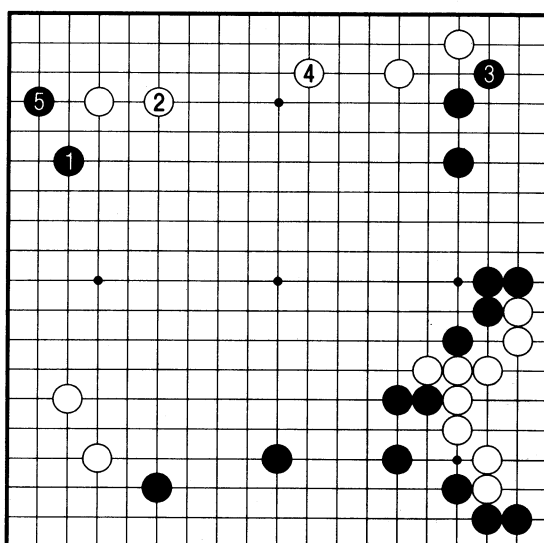
Dia. 28. Sufficient for White

If White pushes from behind with 1, Black can also extend to 2. Linking up with White 3 is a calm response. The sequence to White 13 is one possible continuation, but White's territory is better than Black's influence. (White 11 is played at Black 4.)



Dia. 29. The correct answer for Black

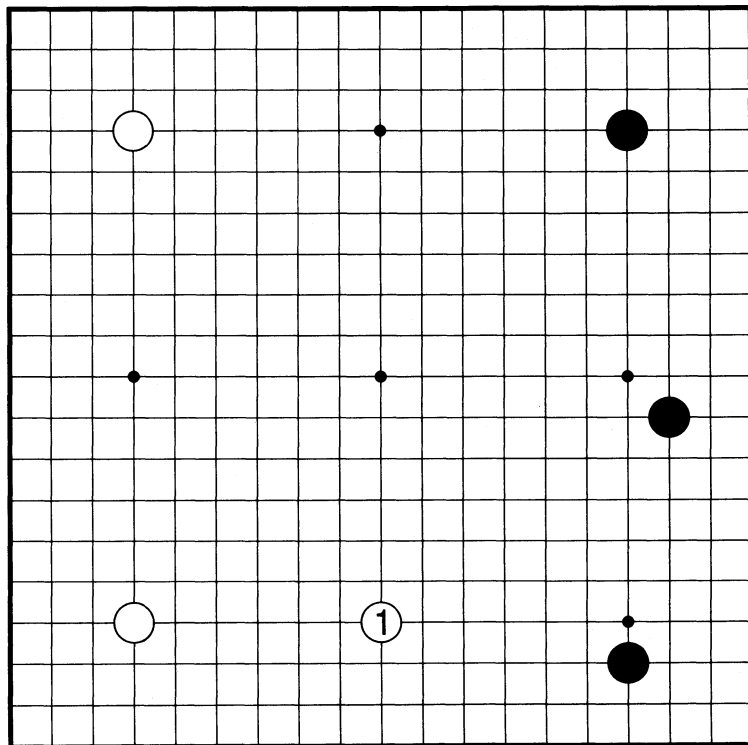
Against the shoulder hit of White 1, playing elsewhere is the correct strategy. Black can choose his next move from among A, B, and C. Any of these three moves is playable for both sides.



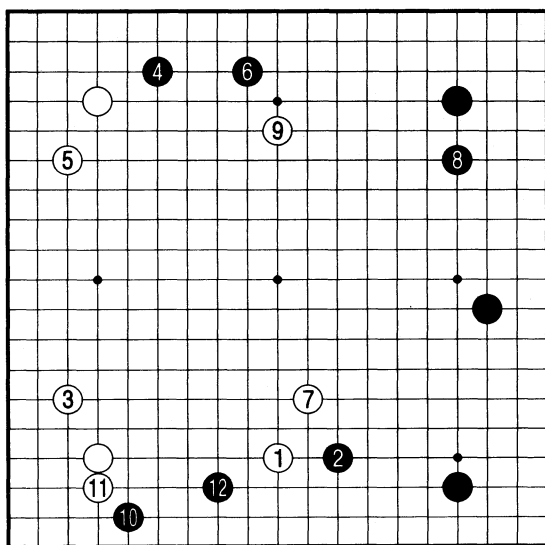
Dia. 30. Black's strategy

White can also answer Black's approach at 1 with 2. After the exchange of Black 3 for White 4, Black has sente to slide to 5. Again, this sequence is playable for both sides.

Pattern 31. The Chinese Opening (3)

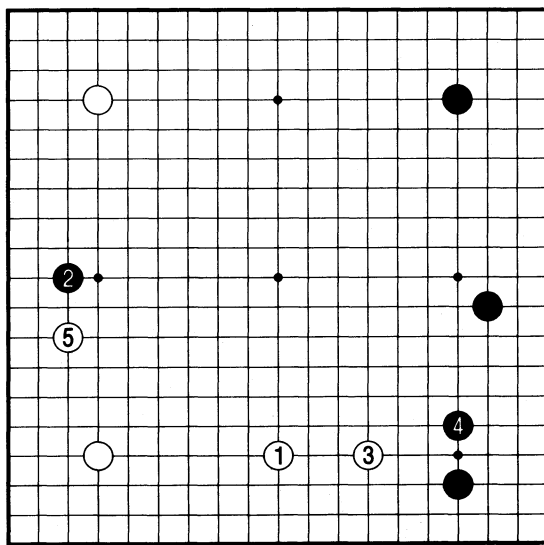


When Black sets up the Chinese opening, White's extension to 1 aims at making it a close game. Let's discuss the variations after White 1.



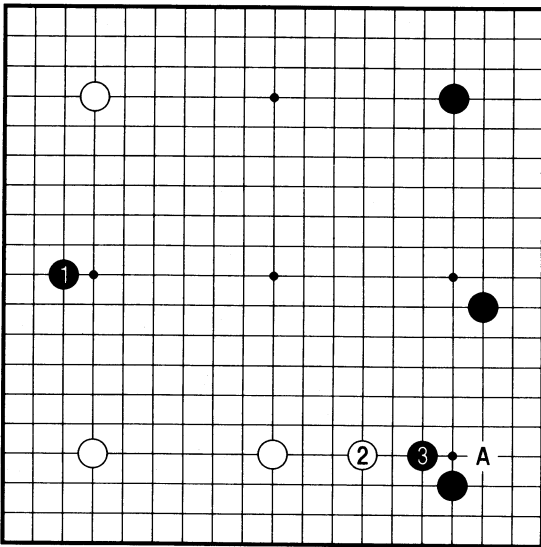
Dia. 1. Even progress

When Black answers White 1 with the extension of 2, he aims to build up the right side. The sequence to Black 12 is an opening often seen in professional games. This is an even result.



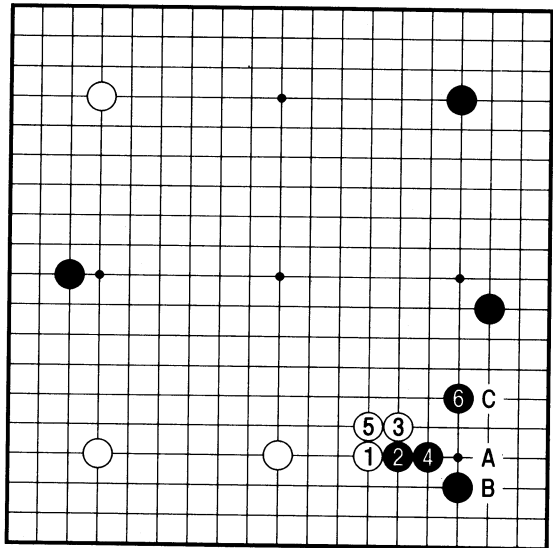
Dia. 2. Flexible idea

Against White 1, taking up a position on the left side with Black 2 is also a possible strategy. The sequence to White 5 is natural and is playable for both sides.



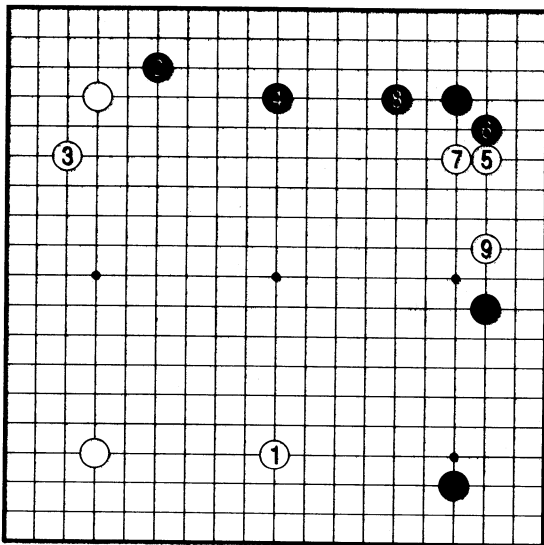
Dia. 3. Black's weakness

In response to White 2, the diagonal move of Black 3 can also be considered. However, the threat of a white invasion at A is a big burden on Black.



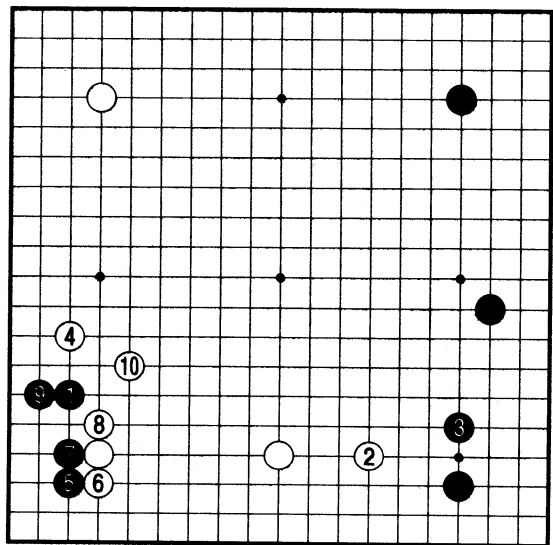
Dia. 4. A possible strategy

Black could also attach with 2 in response to White 1. The sequence to Black 6 is a basic pattern. However, there is still some *aji* left in the corner — for example, White A–Black B–White C.



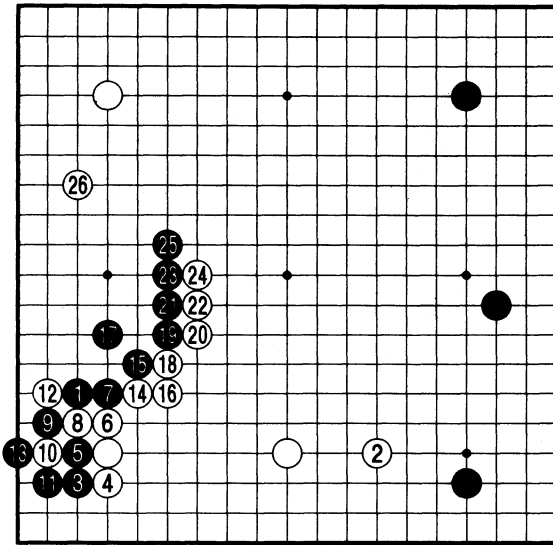
Dia. 5. Black's approach (1)

Against White 1, Black could approach the white stone in the upper left with 2. If White answers with 3, Black can build up the top with the extension to 4. The result to Black 9 is even.



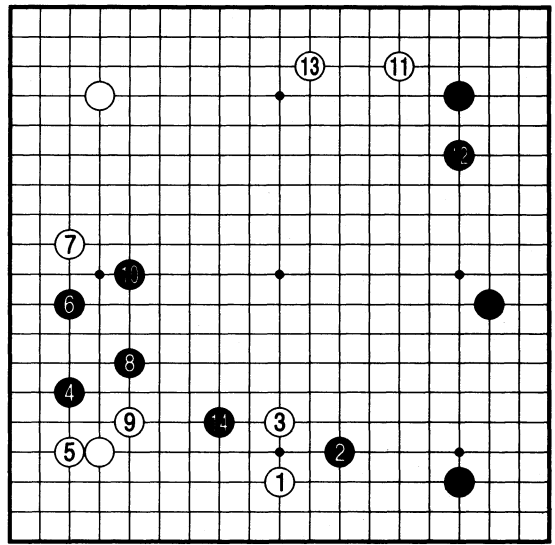
Dia. 6. Black's approach (2)

Black could also approach in the lower left with 1. The sequence to White 10, which is a basic *joseki*, can be expected.



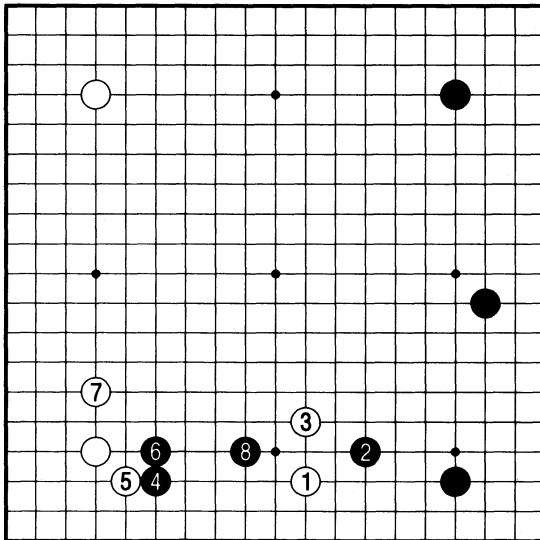
Dia. 7. Black's resistance

If Black is dissatisfied with the result in *Dia. 6*, he can ignore White 2 and immediately invade the corner with 3. The sequence to White 26 can be expected. This is an even result.



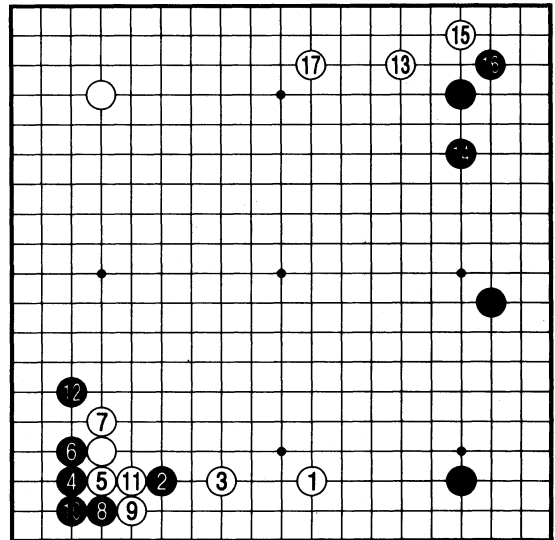
Dia. 8. White's choice

White could also make a low extension to 1. Black 2 is the only response. After the sequence to Black 14, both sides have even prospects in the fighting that will follow.



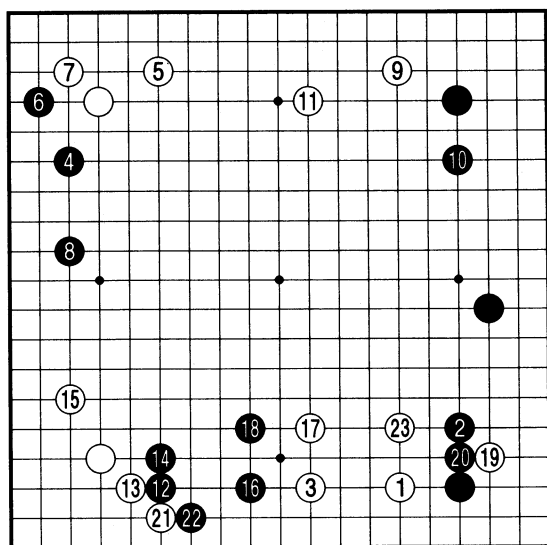
Dia. 9. White makes a wide extension.

Instead of 1 in *Dia. 8*, White could make an even wider extension to 1 here. If White answers Black 2 by jumping to 3, Black can emphasize the bottom by approaching with 4. The sequence to Black 8 can be expected. This opening is often played.



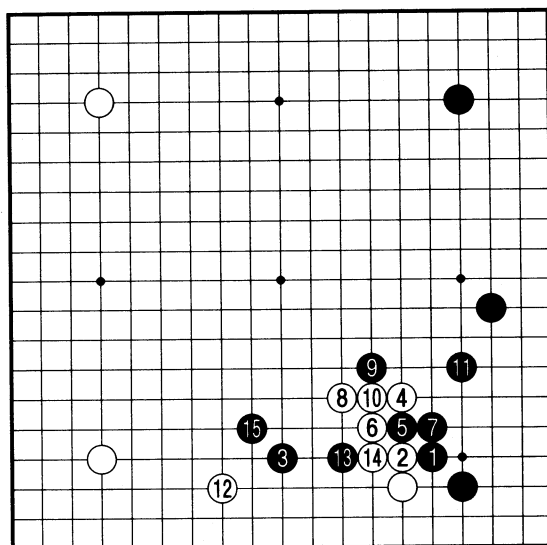
Dia. 10. An aggressive response

Against White 1, Black's approach at 2 is an aggressive response. The sequence to White 17 has also often been seen in professional games.



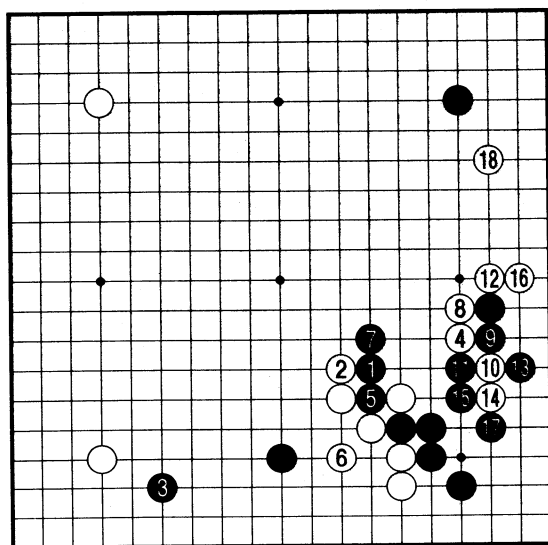
Dia. 11. From a professional game

White's approach at 1 is another possible move. If Black answers with 2, White will extend to 3. The sequence to White 23 arose in a professional game. This is an even result.



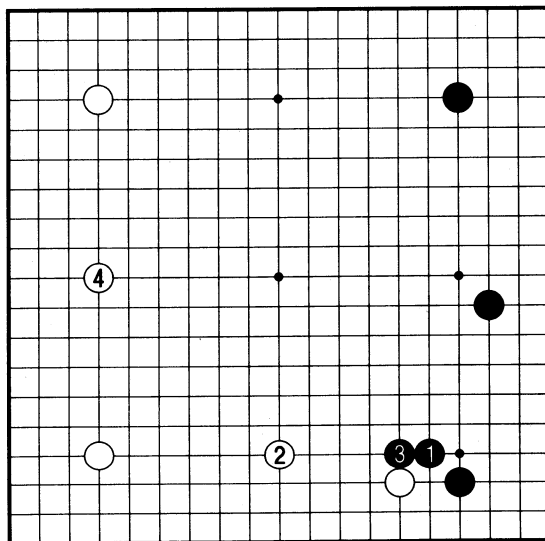
Dia. 12. An even result

Instead of 2 in *Dia. 11*, the diagonal move of Black 1 is also possible. After White pushes up with 2, Black's pincer at 3 is a powerful move. The sequence to Black 15 can be expected and it is also an even result.



Dia. 13. White's resistance

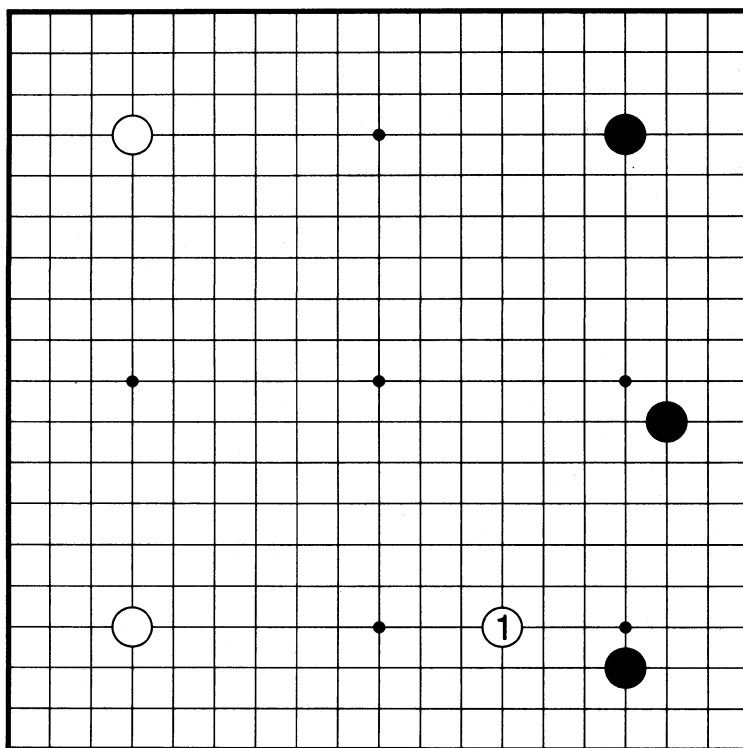
Instead of connecting at 10 in *Dia. 12*, White might push up with 2. The sequence to White 18 can be expected. This is an even result.



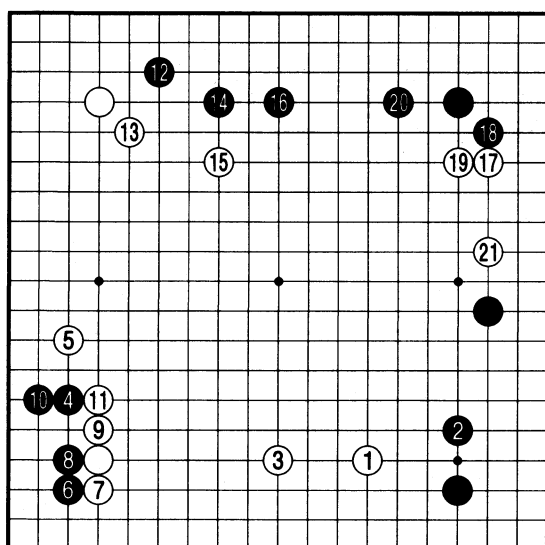
Dia. 14. White develops quickly

Against Black 1, White's extension to 2 is another possible strategy. Black 3 is a thick move, but White develops quickly with another extension to 4. This is a good result for White.

Pattern 32. The Chinese Opening (4)

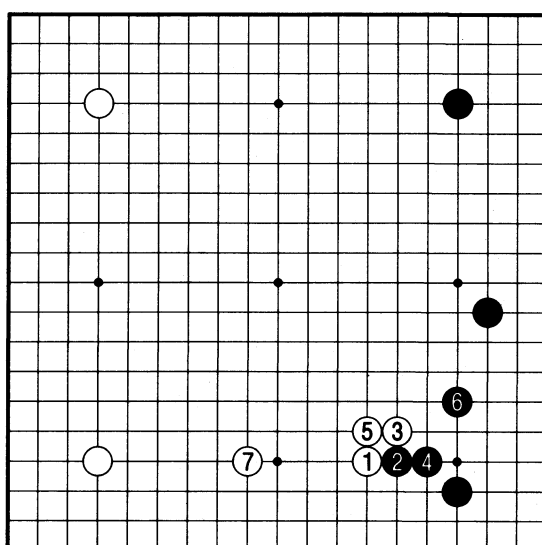


White 1 is the most aggressive approach against the Chinese opening. It's a turning point for Black: he has to decide whether to respond gently or aggressively. Let's discuss the variations after White 1.



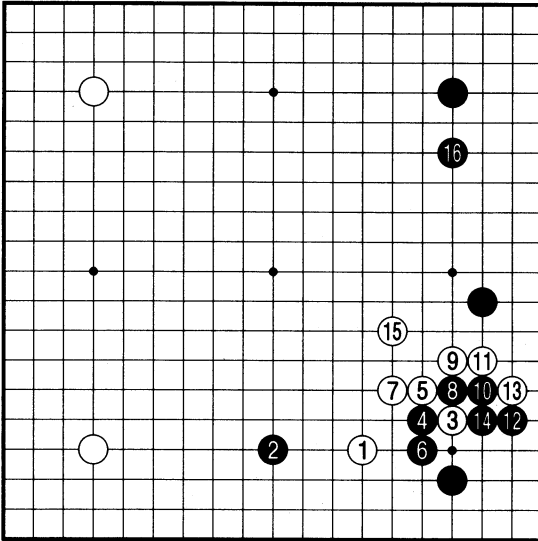
Dia. 1. A straight-forward opening

Against White 1, making a corner enclosure with 2 is the usual way of playing. The sequence to White 21 is a natural continuation. This is an even result.



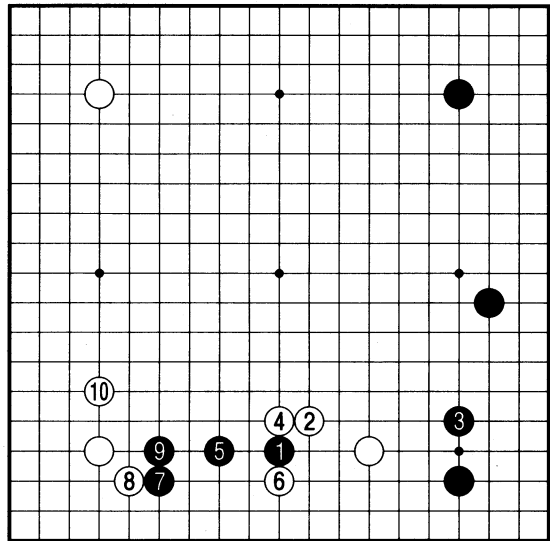
Dia. 2. A variation for Black

The attachment of Black 2 is another possible strategy. The result to White 7 is well balanced between territory and influence.



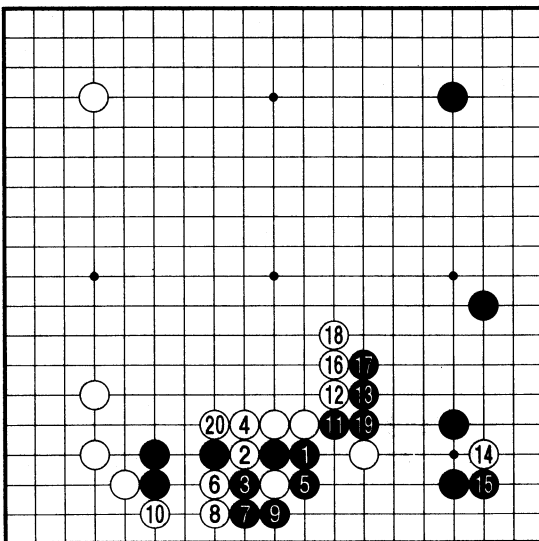
Dia. 3. A positive way for Black to play

Black's pincer at 2 is a positive response to White's approach at 1. White 3 is the usual continuation. After the sequence to 16, Black has taken the territory in the corner, while White has built up a moyo, but this result is slightly better for Black.



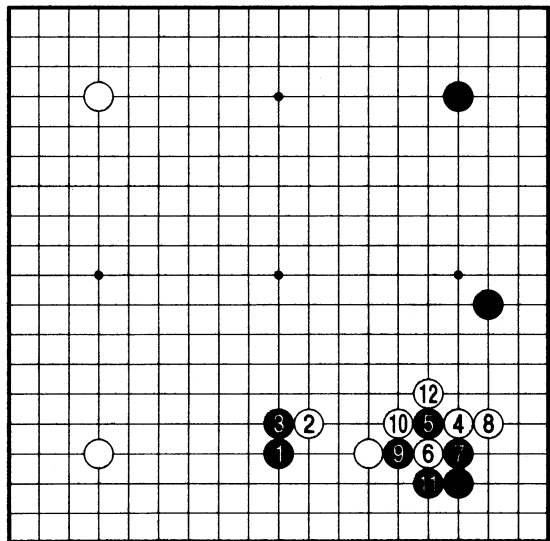
Dia. 4. A modern move

The shoulder hit of White 2 is a modern move. Black makes a corner enclosure with 3 and White responds with a thick move at 4. The sequence to White 10 is almost inevitable. Next —



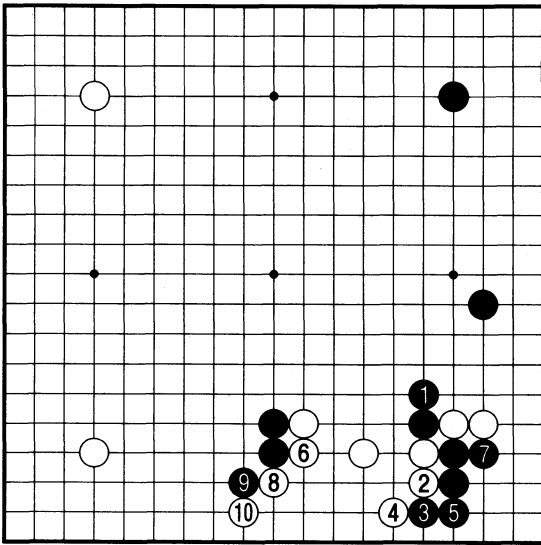
Dia. 5. An even result

Black 1 is a strong move. The wedge-in at White 2 and the connection of Black 4 are standard moves. The sequence to White 20 is a natural continuation.



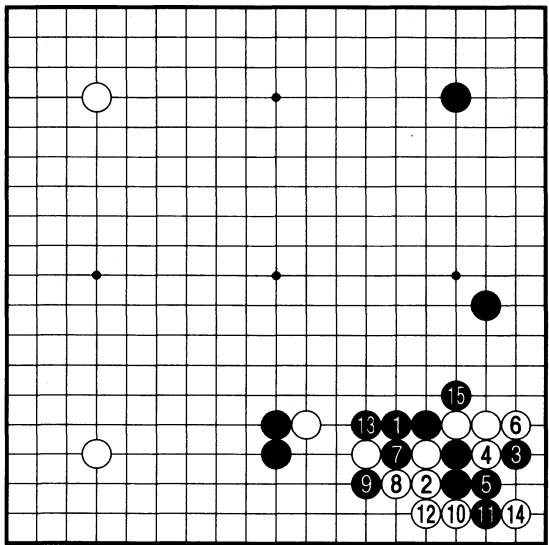
Dia. 6. Satisfactory for White

Against the shoulder hit of White 1, pushing up with Black 3 is a possible continuation. White 4 is a natural response. After the exchange of White 6 for Black 7, White's extension to 8 is a strong move. However, Black 9 is slack. After White 12, Black can't fight the ko, because he has no ko threats.



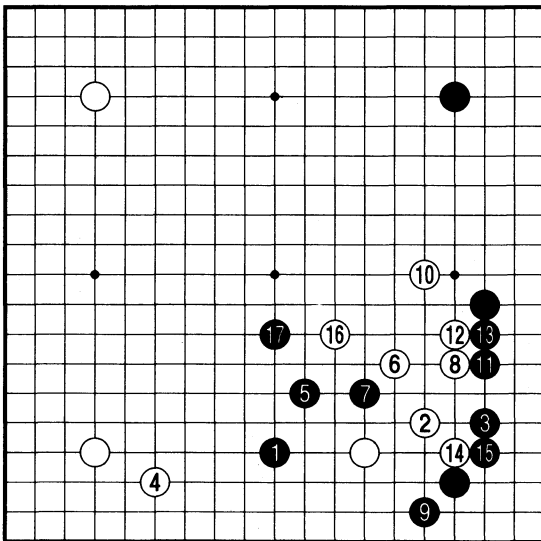
Dia. 7. Sufficient for White

Black's extension to 1 aims to avoid the result in *Dia. 6*. However, after the sequence to Black 5, White 6 is a good move. If Black takes the corner with 7, White's two-step hane at 8 and 10 are good moves. This fight seems to favor White.



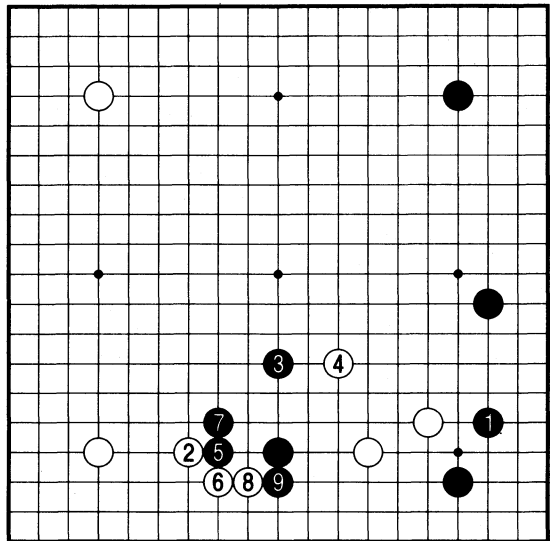
Dia. 8. The correct move

Black's extension to 1 is the correct move. The continuation to Black 15 can be expected. This is another opening which is well balanced between territory and influence.



Dia. 9. A basic pattern

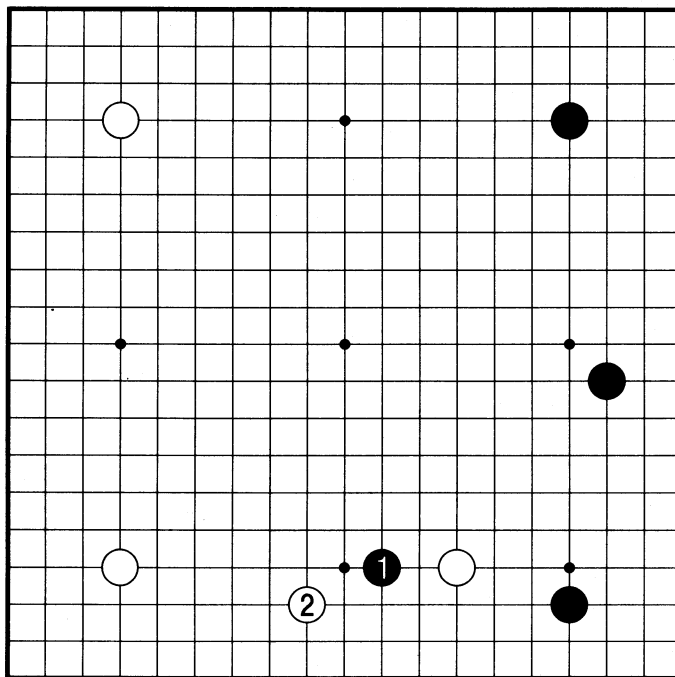
Against Black's pincer at 1, the knight's move of White 2 is also possible. After Black 3, White makes a corner enclosure with 4. The sequence to Black 17 forms a basic pattern. This opening is playable for both sides.



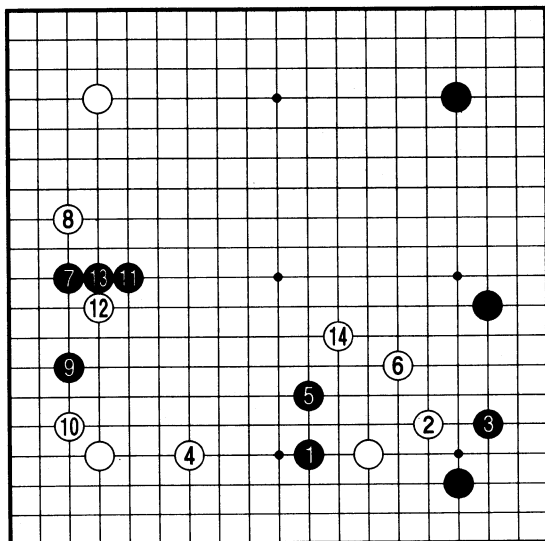
Dia. 10. A variation for White

Answering Black 1 with the pincer of White 2 is another strategy. When Black jumps to 3, White 4 is the key point for attacking the black stones. The sequence to Black 9 is a commonsense move order. This is an even result.

Pattern 33. The Chinese Opening (5)

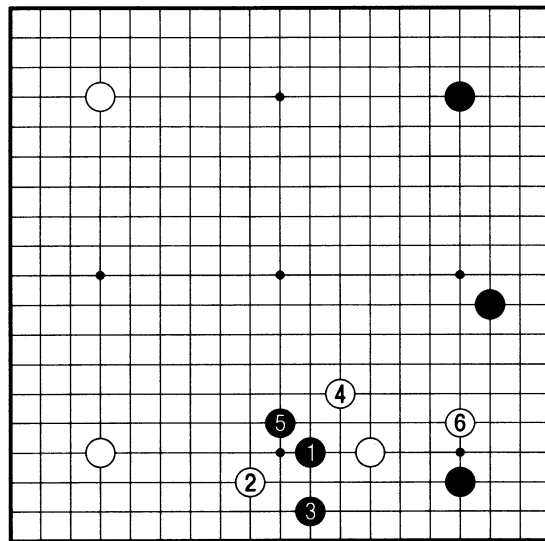


Against Black's one-space pincer at 1, White's counter-pincer at 2 has recently been investigated. Let's study the variations after White 2.



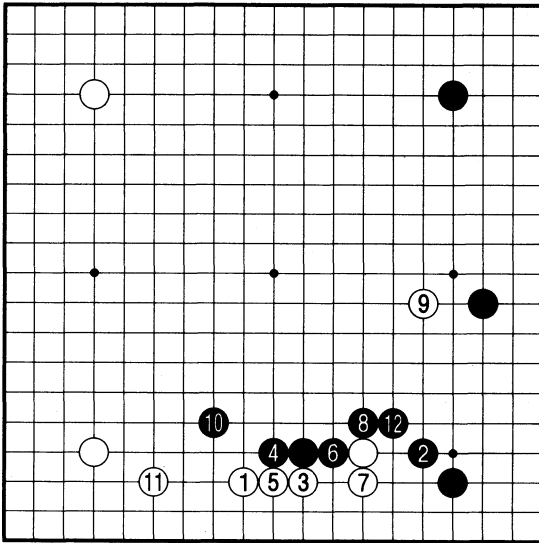
Dia. 1. A standard opening

Against Black 1 and 3, White 2 and 4 are standard moves. The sequence to White 14 can now be expected. This is a standard opening.



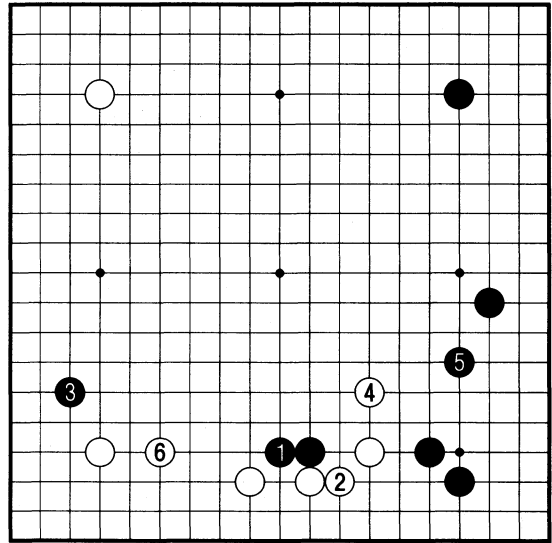
Dia. 2. Unreasonable for Black

Against White's pincer at 2, Black's one-space jump to 3 is not good. White 4 and 6 are strong responses. Black can't expect a good result.



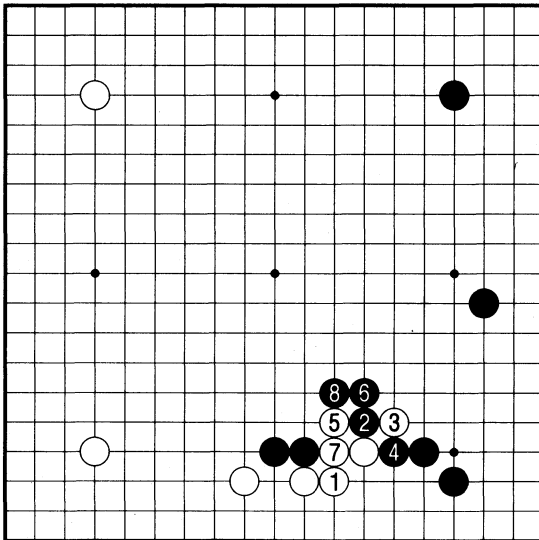
Dia. 3. Black has a thick position.

Against White 1, Black's diagonal move at 2 is the key point. If White next attaches with 3, Black 4 to 8 are good moves. After the sequence to 12, Black's thickness is better than White's territory.



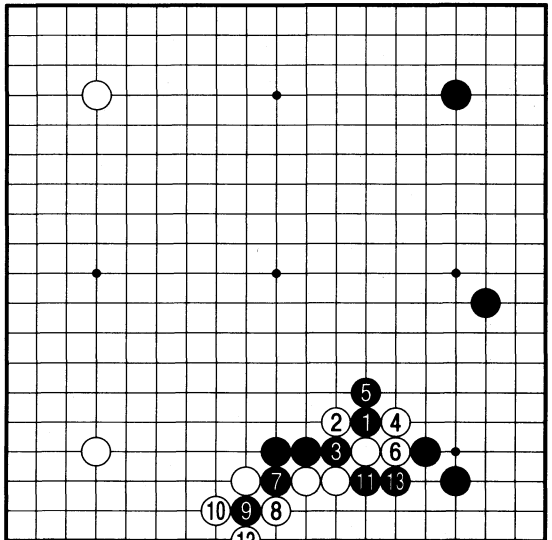
Dia. 4. Favorable for White

White 2 is the correct response to Black's extension to 1 (4 in *Dia. 3*). If Black now approaches with 3, then, after the exchange of White 4 for Black 5, White extends to 6. This result is good for White.



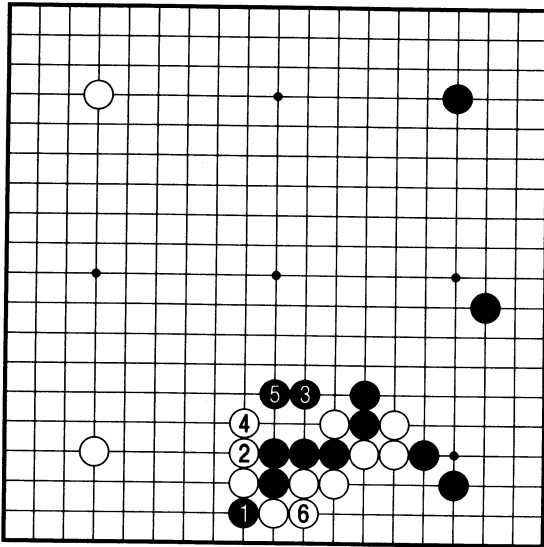
Dia. 5. A thick position for Black

After White extends to 1, Black's attachment at 2 is the only move in this position. However, White's hane at 3 is the wrong direction. Black cuts with 4 and gets a good result with 8.



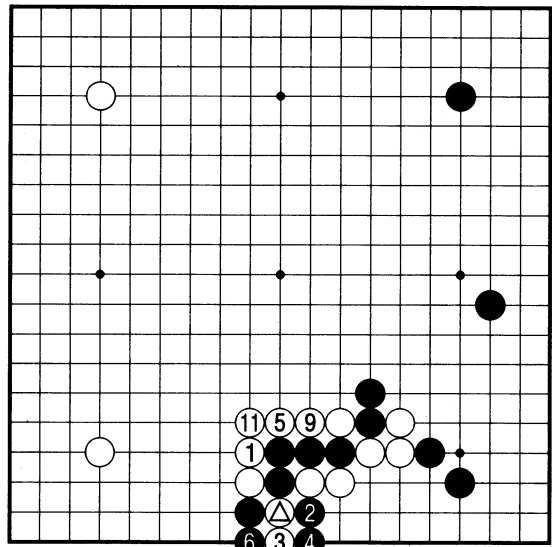
Dia. 6. Black is ahead.

Against the attachment of Black 1, White's hane at 2 is the correct response. The sequence to Black 9 is now inevitable. However, White 10 is not good, as Black 11 is an excellent cut. The result to 13 is clearly good for Black.



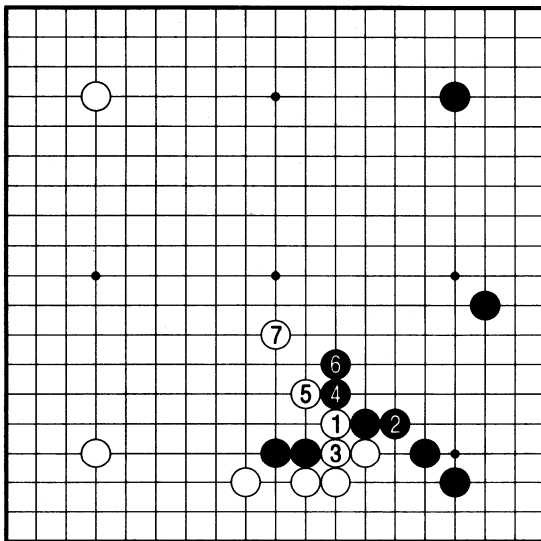
Dia. 7. Good for White

When Black cuts at 1, pushing up with White 2 is the key point. Black 3 and 5 are forced, and White connects with 6. This result is favorable for White.



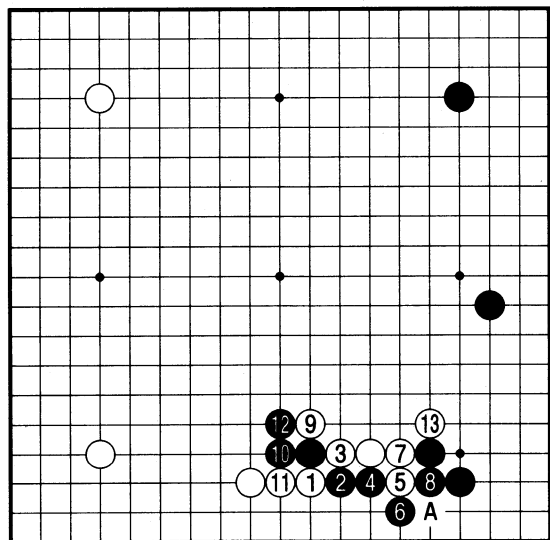
Dia. 8. Unreasonable for Black

Against White 1, Black 2 is wrong. White 3 is a sacrifice tesuji, and the sequence to White 11 is forced. This result is not good for Black. (White 7 is played at the marked stone; Black 8 at White 3)



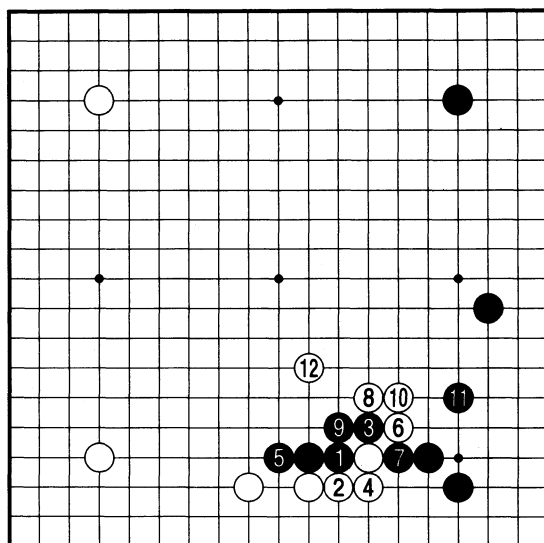
Dia. 9. An even result

In answer to White's hane at 1, pulling back with Black 2 is the correct move. The sequence to White 7 is best for both sides. This is an even result.



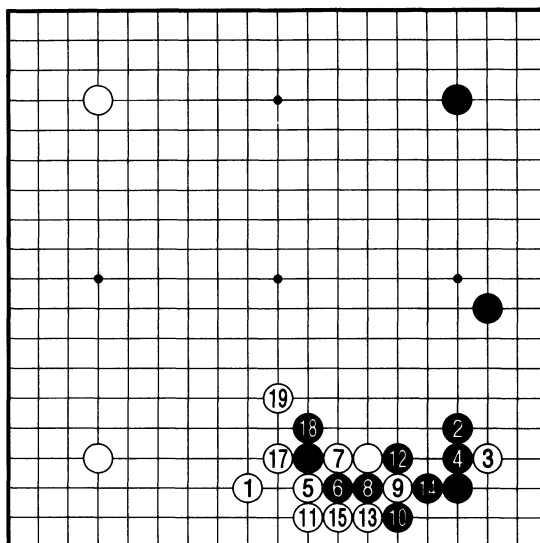
Dia. 10. Black's weakness

Against White 1, Black's hane at 2 is unreasonable. It aims to join the groups together with 4 and 6, but, after the sequence to 13, White A is a big burden for Black.



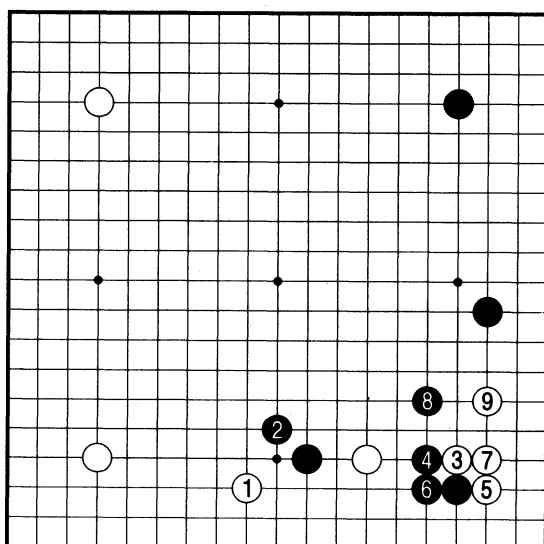
Dia. 11. Favorable for White

Black 1 and 3, aiming to stop White from moving out into the center, are not good. The connection of White 4 is an excellent move. After the sequence to White 12, the ensuing fight will not be favorable for Black.



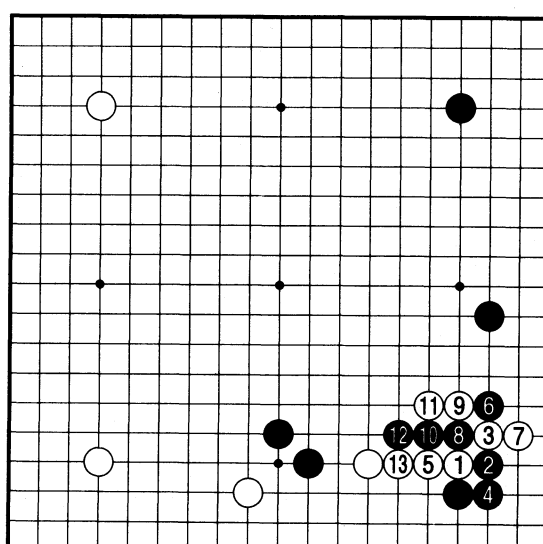
Dia. 12. Satisfactory for White

Against White 1, making a corner enclosure with 2 is too passive. White 3 is an excellent probe. The sequence to White 19 is a possible variation. However, this result is good for White because of the aji created by 3 in the corner.



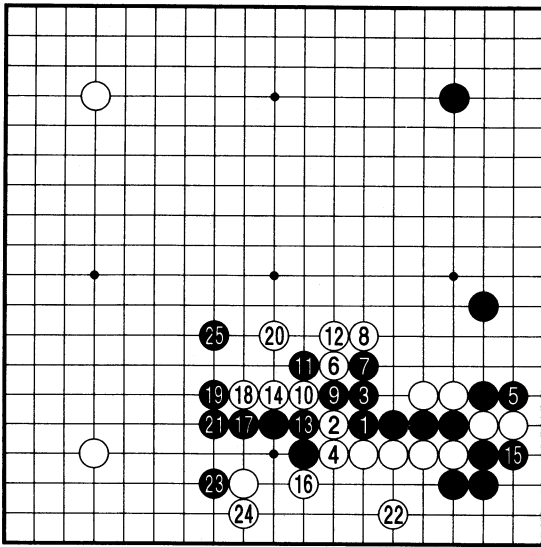
Dia. 13. Good for White

Against White 1, Black's diagonal move at 2 is a typical tesuji. White's attachment at 3 is now the key point for dealing with this situation. However, Black's hane at 4 is wrong. The result to 9 is good for White.



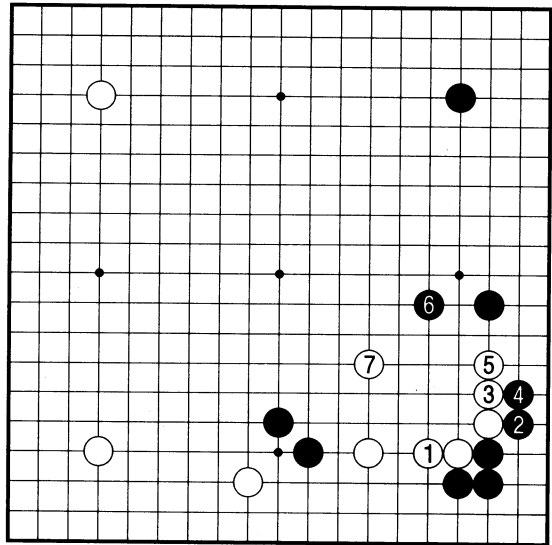
Dia. 14. The correct move for Black

Against White's attachment at 1, the hane of Black 2 is the correct move. After the sequence to White 5, Black's clamp at 6 is a powerful move. If White now plays 7, the sequence to White 13 is inevitable. Next —



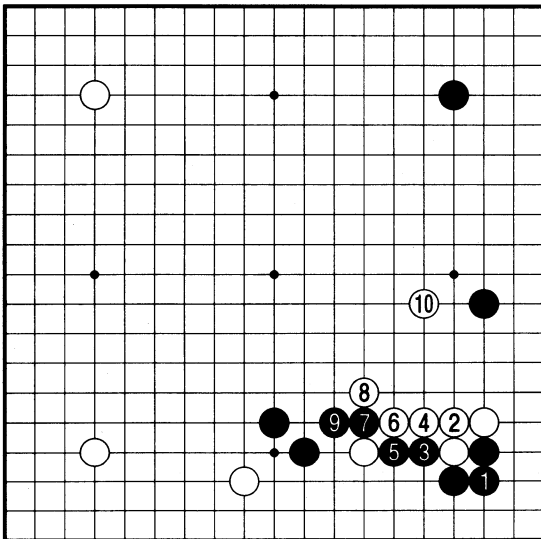
Dia. 15. Sufficient for Black

Blocking with Black 1 is a good move. When White hanes with 2, turning with Black 3 is another good move, even though it makes an empty triangle. White 4 is forced. The result to 25 is slightly better for Black.



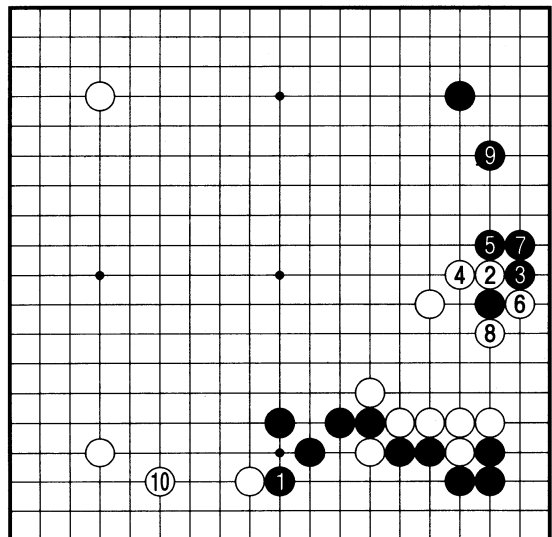
Dia. 16. A weak move

Against White's extension to 1, the hane of Black 2 is a feeble move. White easily settles his stones with the sequence to 7. This result is good for White.



Dia. 17. The correct move for White

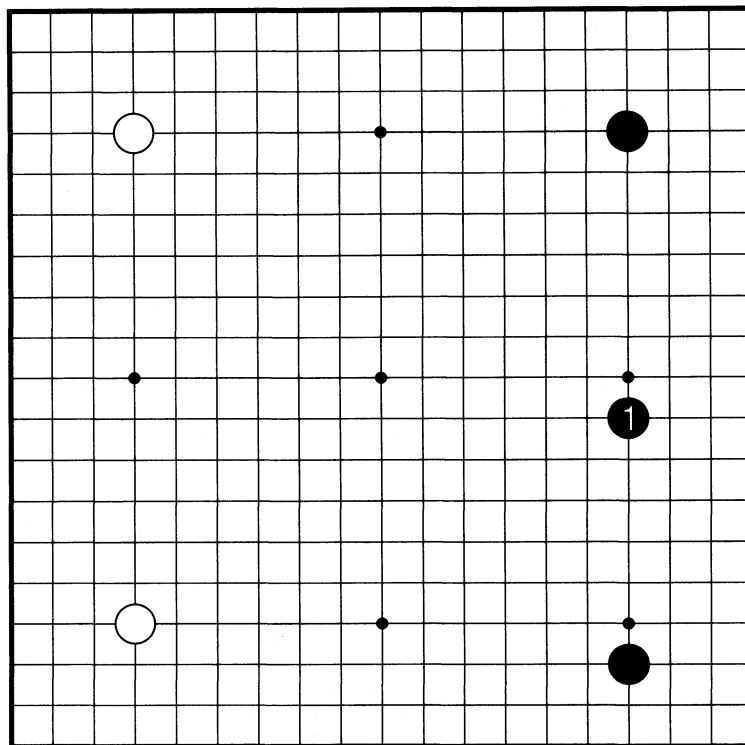
In answer to Black 1, White's connection at 2 is the correct move. The hane of Black 3 and the cut of 7 are powerful moves. White has settled his stones with the sequence to 10. Next —



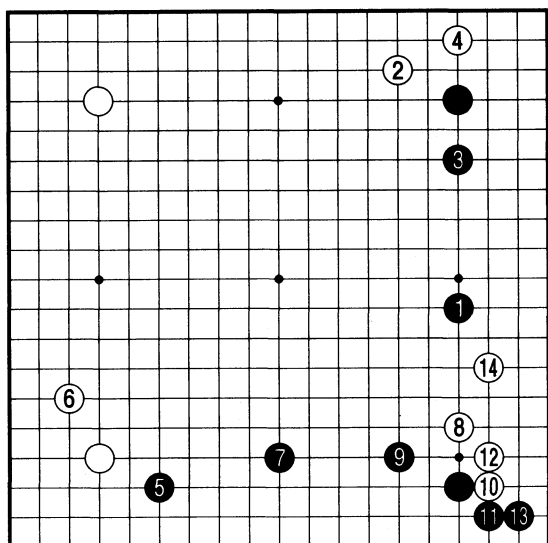
Dia. 18. An even exchange

Black's diagonal attachment at 1 is the key move for making territory. White's attachment at 2 is also a typical tesuji for settling stones. The result to White 10 is even.

Pattern 34. The High Chinese Opening



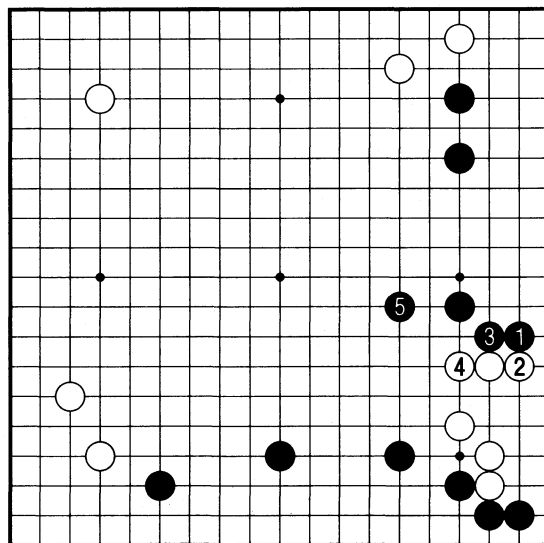
Black 1 sets up the high Chinese opening. In contrast to the low Chinese opening, it emphasizes influence. Let's study the variations after Black 1.



Dia. 1. A standard opening

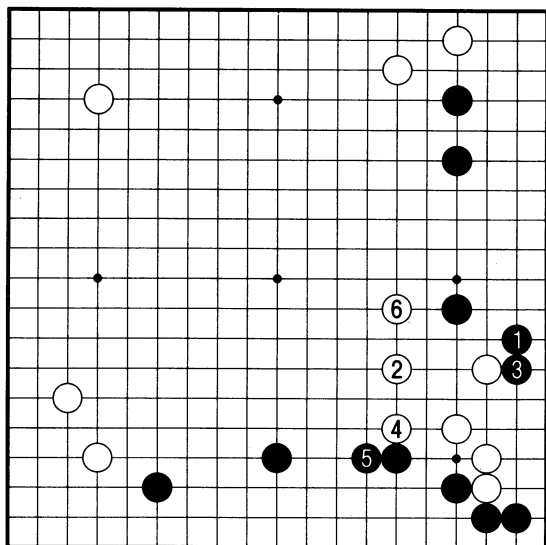
Against Black 1, White's approach at 2 is the usual move. After White 4 and 6, Black 5 and 7 are a fast-paced way of playing. The sequence to White 14 completes a standard opening pattern.

Next —



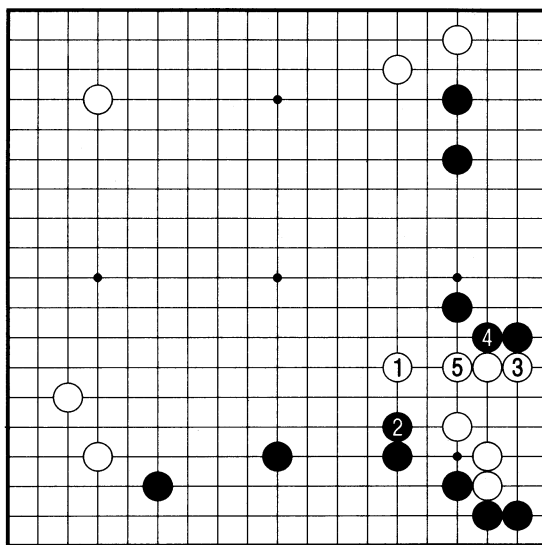
Dia. 2. Black is ahead

Black's knight's move at 1, played to secure territory, is a good move. However, White 2 and 4 are too passive. After 5, Black has a very dynamic position.



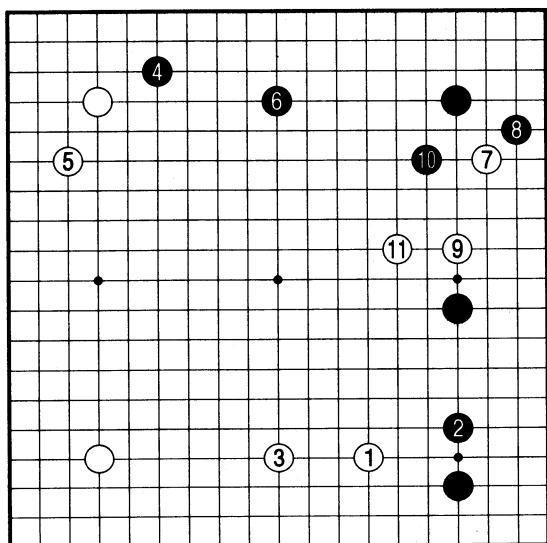
Dia. 3. An even result

When Black plays 1, White should jump to 2. If Black now pushes into White's base with 3, White 4 and 6 are a good combination. This sequence is playable for both sides.



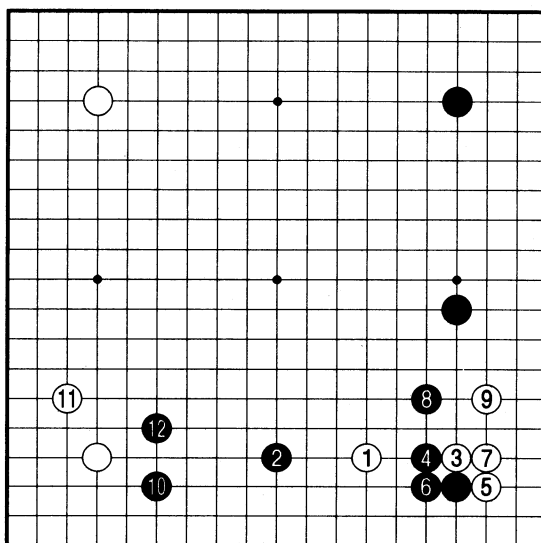
Dia. 4. An alternative way

Black might answer White 1 with 2. Blocking with White 3 is a good move. The sequence to White 5 is playable for both sides.



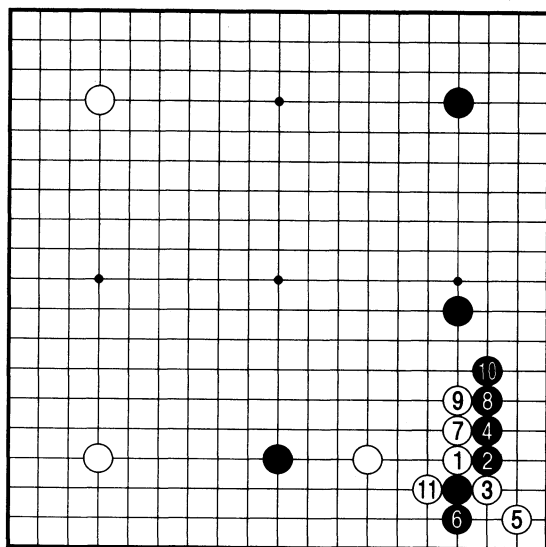
Dia. 5. A variation

Restricting Black's influence by approaching with White 1 is also possible. If Black answers by making a corner enclosure with 2, the sequence to White 11 is usually played.



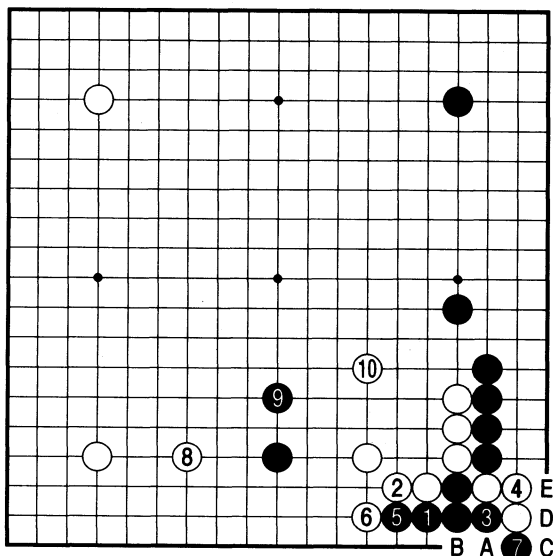
Dia. 6. An even result

Black could answer White 1 with a pincer at 2. White 3 is the key point for settling the lower right. The result to Black 12 is even.



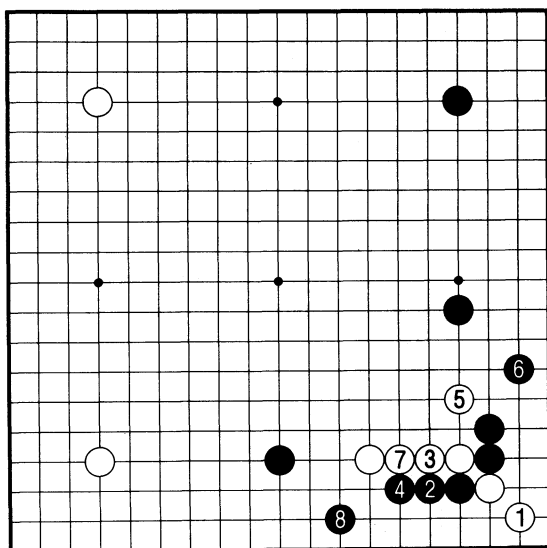
Dia. 7. Black's resistance

Black can also hane underneath with 2. After the exchange of White 3 for Black 4, White's diagonal move at 5 is a good point. After the sequence to White 11 —



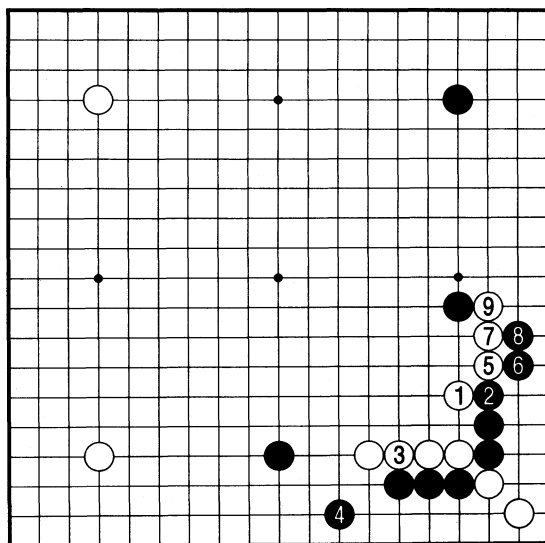
Dia. 8. Slightly favorable for White

The sequence to Black 7 is forced. Next, 8 and 10 are a good combination to settle White's stones. This result is slightly favorable for White, because he has some aji for creating a ko in the corner with the sequence from White A to White E.



Dia. 9. Powerful move for Black

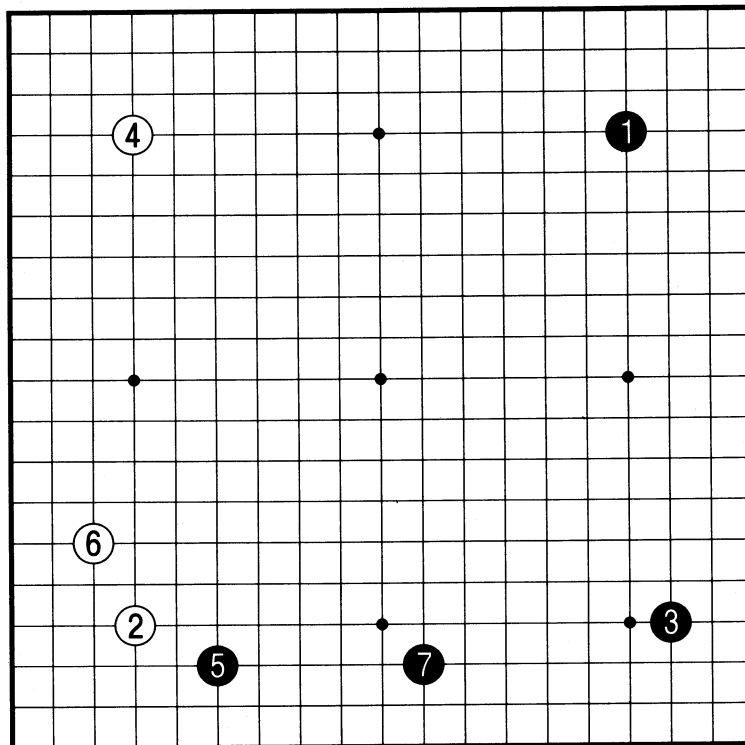
Against the diagonal move of White 1, Black's extension to 2 is the strongest response. The sequence from White 3 to Black 8 can be expected. A complicated middle-game fight will follow.



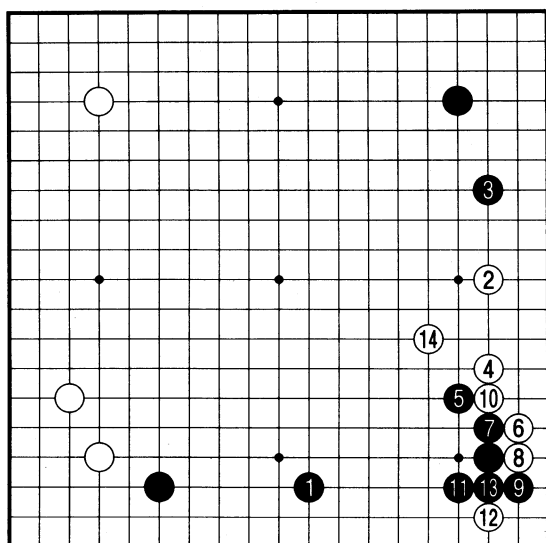
Dia. 10. Unreasonable for Black

Against White 1 (5 in *Dia. 9*), Black's response at 2 is wrong. After the exchange of White 3 for Black 4, White's hane at 5 is very painful for Black. The result to 9 is slightly better for White. Furthermore, there is still some aji left in the corner.

Pattern 35. The Mini-Chinese Opening

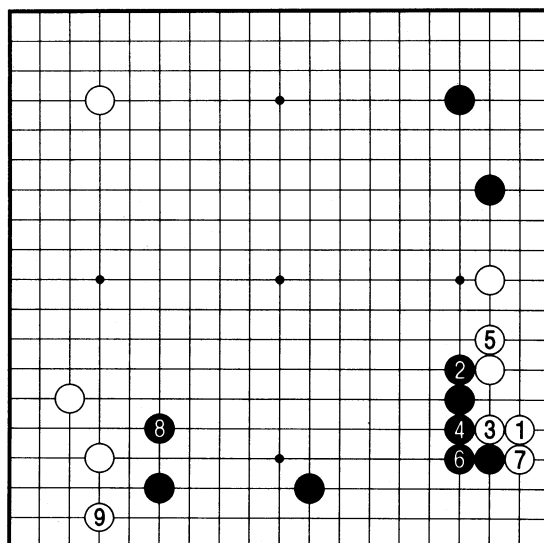


The formation to Black 7 is the mini-Chinese opening, which is currently very popular. Let's study the variations after Black 7.



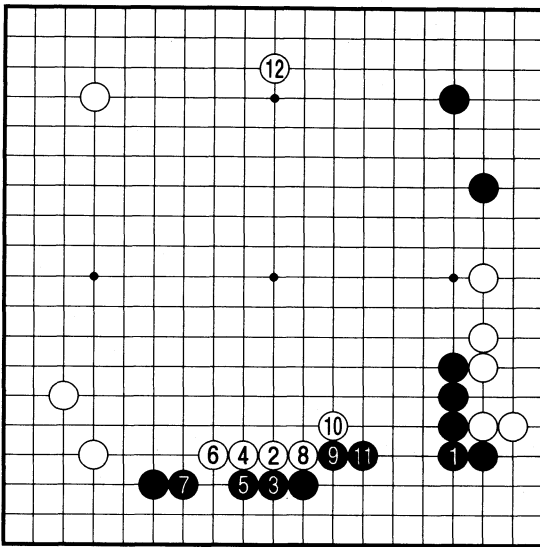
Dia. 1. An even result

Against the mini-Chinese opening, splitting Black's position on the right side with White 2 is the natural continuation. Black's approach at 3 is the correct direction. The sequence to White 14 is a standard pattern. This is an even result.



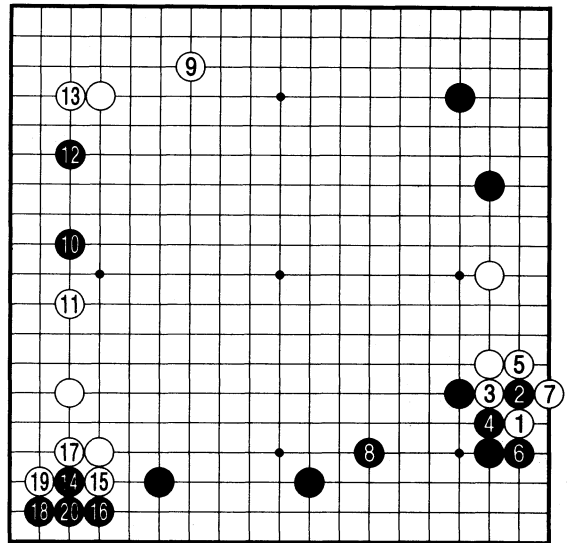
Dia. 2. A variation

When White slides to 1 (6 in *Dia. 1*), Black can also push with 2. After the exchange of White 3 for Black 4, White's extension to 5 is the correct move. The sequence to White 9 results in a well-balanced opening, where White has territory and Black influence.



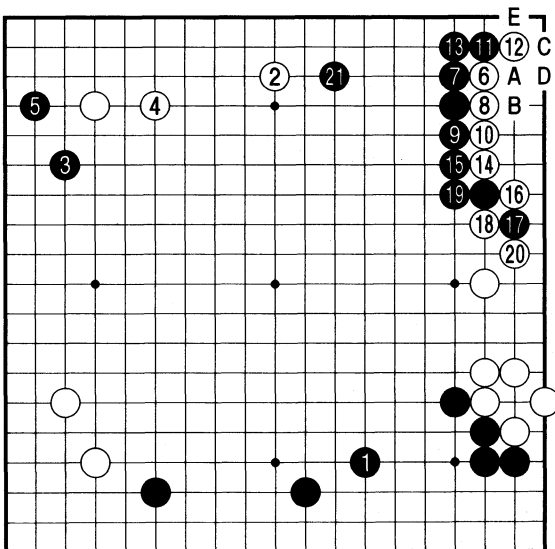
Dia. 3. White's choice

After Black connects with 1 (6 in *Dia. 2*), White's shoulder hit at 2, restricting Black's influence, is a powerful move. Locally, the sequence to Black 11 is the best for both players. Next, White extends to 12.



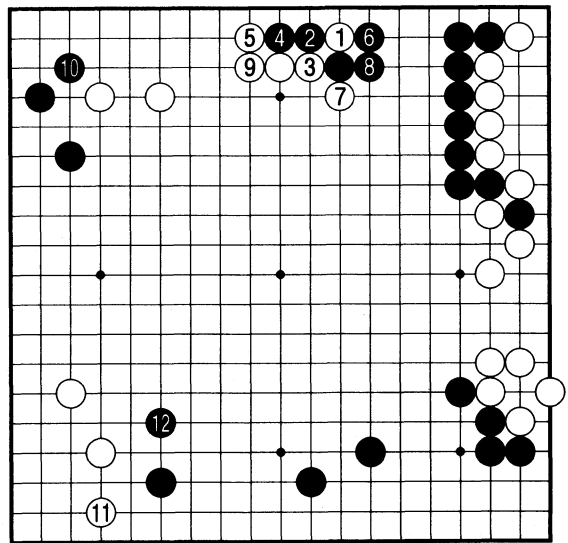
Dia. 4. An even result

Recently, answering White 1 with Black 2 has become the most popular move. The sequence to Black 8 is a typical continuation. The result to Black 20 is even.



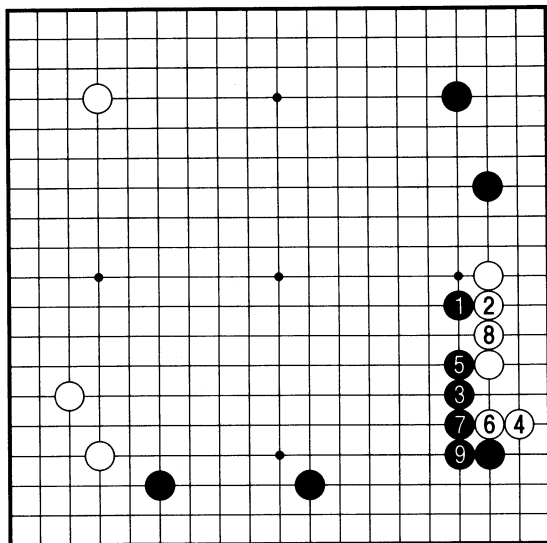
Dia. 5. White's choice

Against Black 1, White's extension to 2 is another way of playing. The sequence to Black 21 is a natural continuation. There are some big endgame moves left for later in the corner, for example, the sequence Black A to E. Next —



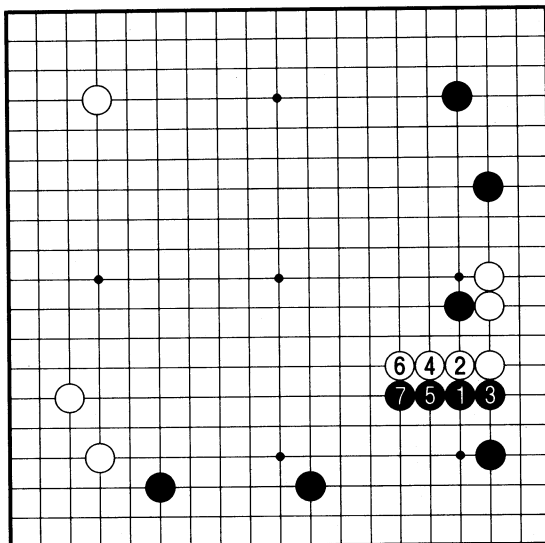
Dia. 6. An even exchange

White's attachment at 1 is the key move for White to make shape. Black's hane at 2 is a good response. The result to Black 12 is even.



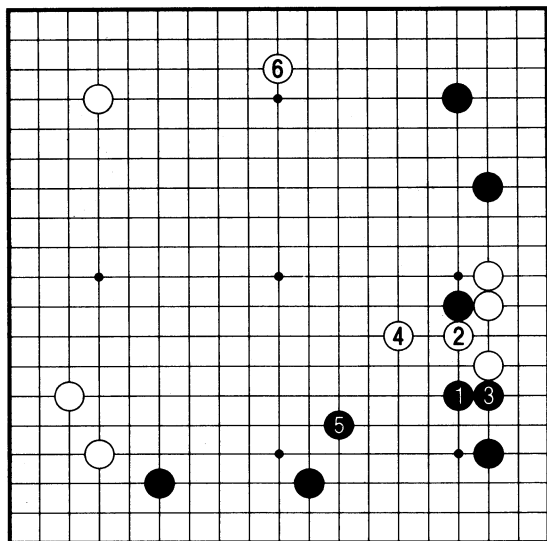
Dia. 7. Favorable for Black

Black's peep at 1 is an efficient move. If White answers with 2, the sequence to Black 9 results in a favorable position for Black.



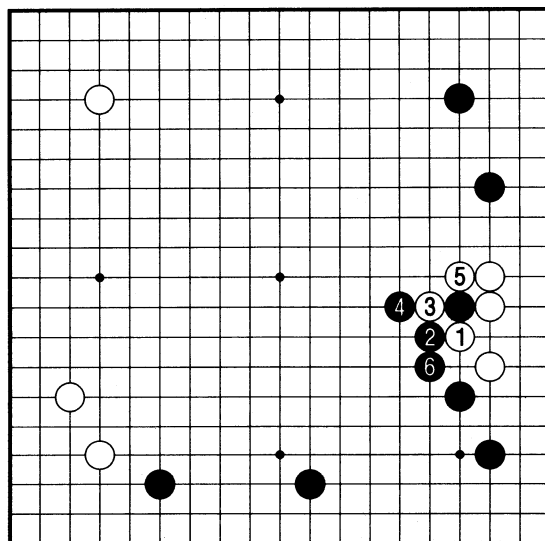
Dia. 8. Better for Black

If White answers Black 1 by pushing up with 2, Black 3 is a calm move. The sequence to Black 7 can be expected, but this result is slightly better for Black.



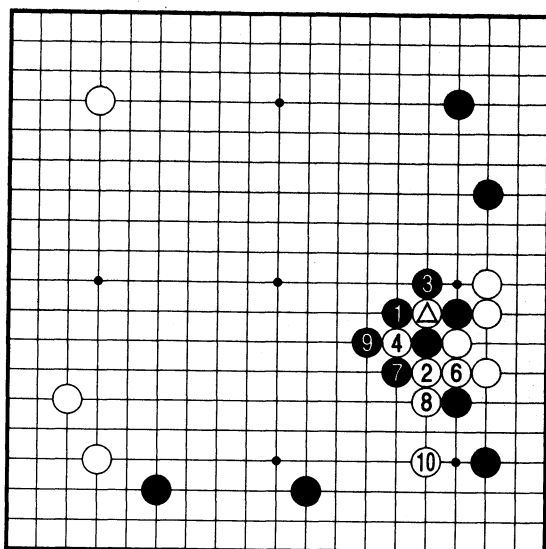
Dia. 9. White's choice

Answering Black 1 with the hane of White 2 is also possible. The sequence to White 6 is a typical continuation. This is also an even result.



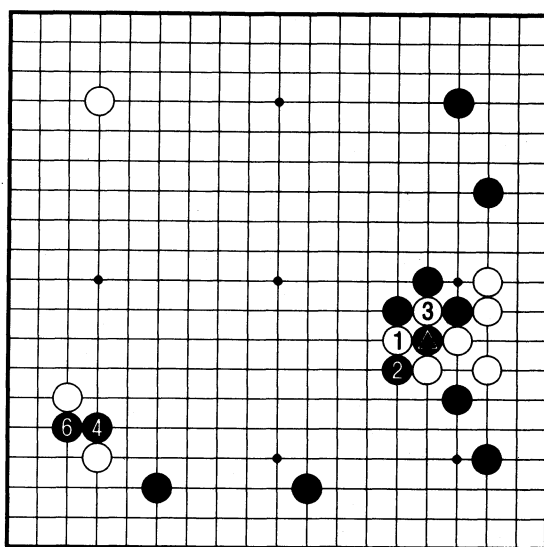
Dia. 10. Black's choice

Black could also answer White 1 with the hane of 2. The sequence to Black 6 is a natural continuation. This will result in a close game.



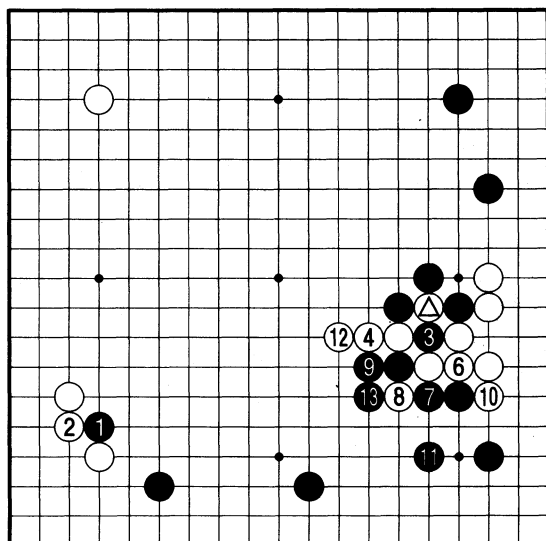
Dia. 11. Promising for White

Against Black 1 (4 in *Dia. 10*), White's resistance with 2 and 4 is not good. However, if Black connects at the marked stone with 5, the sequence to White 10 results in a favorable position for White.



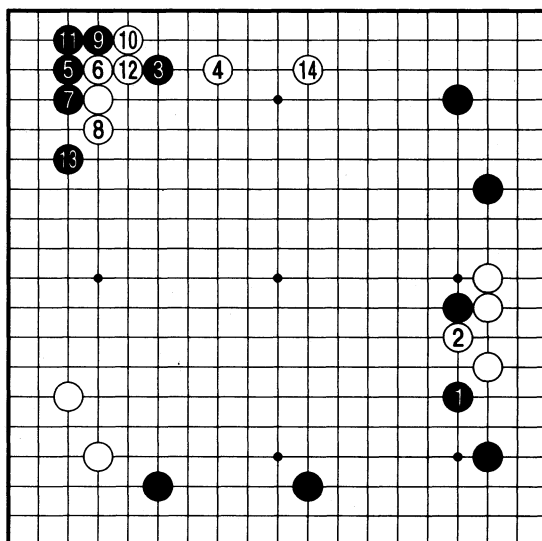
Dia. 12. Good for Black

Against White's atari at 1 (4 in *Dia. 11*), cutting with Black 2 is a good move that starts a ko. Black 4 is a good ko threat. The sequence to 6 results in a favorable position for Black. (White 5 is played at the marked stone.)



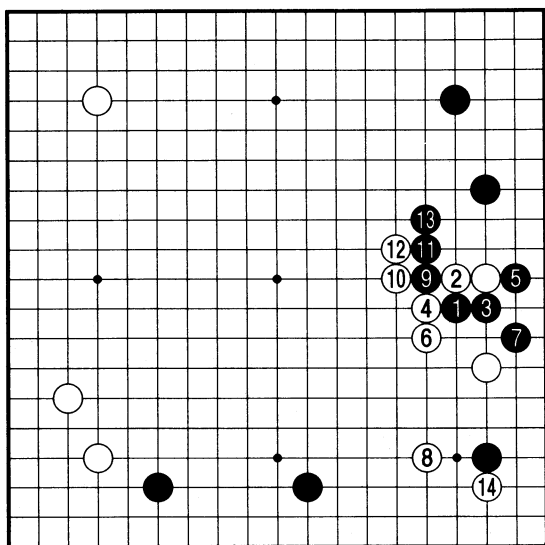
Dia. 13. Better for Black

Against Black's ko threat at 1, White might answer with 2. Next, Black recaptures the ko at 3. White 4 is forced. The sequence to Black 13 can be expected, but the result here is better for Black. (Black 5 is played at the marked stone.)



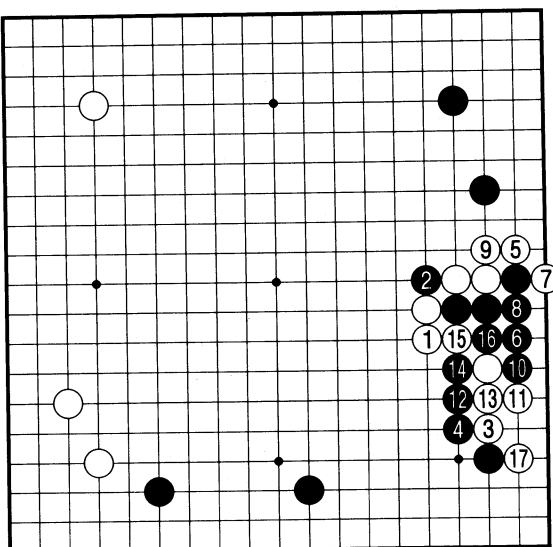
Dia. 14. A basic joseki

After the exchange of Black 1 for White 2, Black approaches with 3. The sequence to Black 13 is a basic joseki. Finally, White reinforces the top with 14.



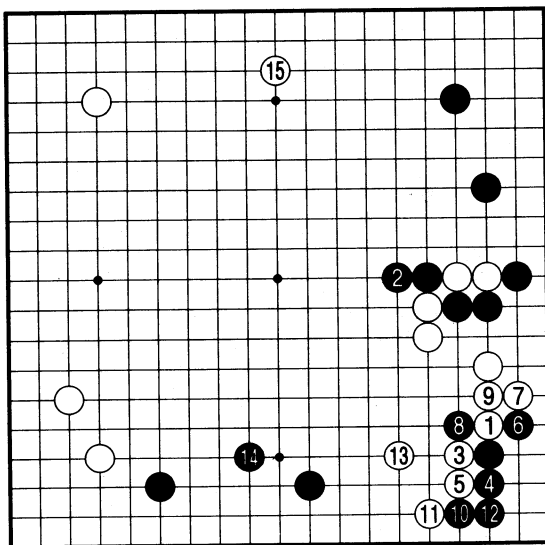
Dia. 15. Good for White

Answering Black's shoulder hit with White 2 is also possible. Blocking with Black 3 is not reasonable: White 4 is a good response. The result to 14 is good for White.



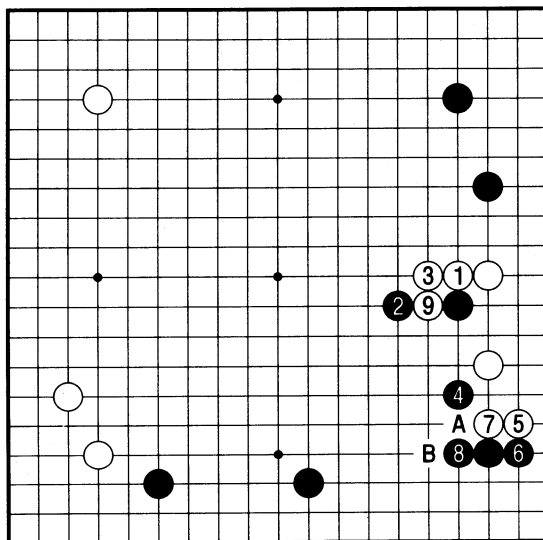
Dia. 16. Disastrous for Black

Against the extension of White 1 (6 in *Dia. 15*), the cut of Black 2 is the wrong response. White's attachment at 3 is an excellent move. White 5 is a powerful answer to the hane of Black 4. With the sequence to 17, White captures the seven black stones on the right.



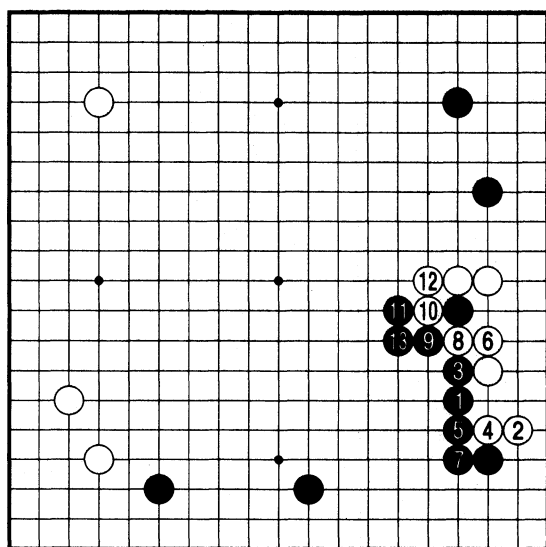
Dia. 17. Black has the lead

Against White's attachment at 1, Black's extension to 2 is natural. After White hanes with 3, the sequence to 14 results in a thick shape for Black, and this gives him the lead.



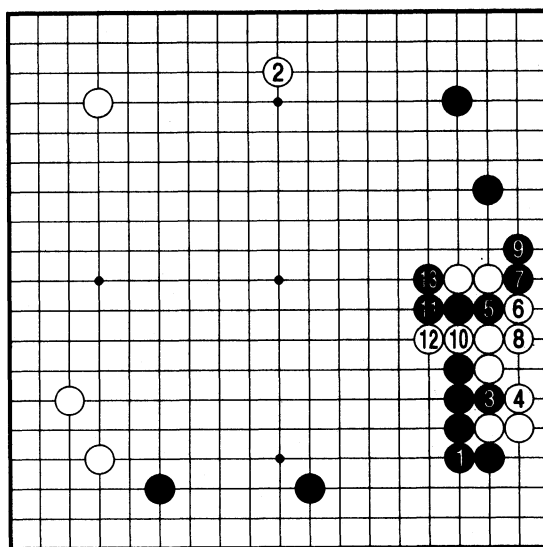
Dia. 18. The correct move for Black

Against White 1, Black's one-space jump to 2 is the correct move. Next, White takes the key point with 3. The sequence to White 9 is a standard pattern. If White A, Black answers with B.



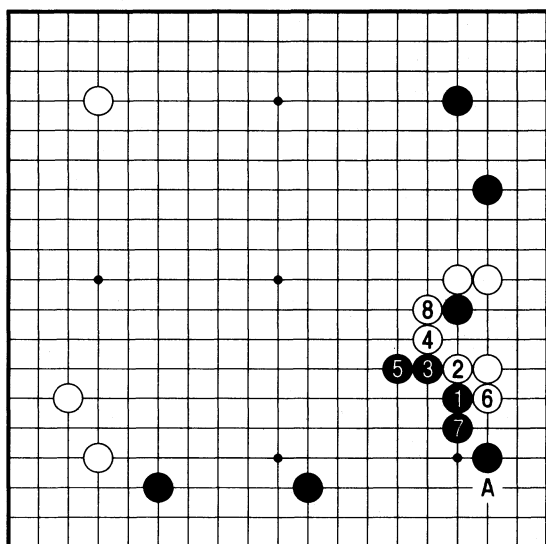
Dia. 19. Black has a thick wall.

After White 1 in *Dia. 18*, Black makes another shoulder hit at 1. This is also an interesting move. If White answers at 2, Black presses with 3. With the sequence to 13, Black has built a strong wall on the outside. This is a good result for Black.



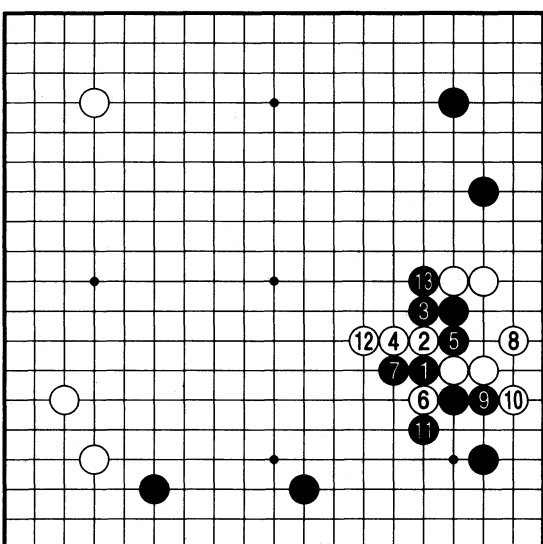
Dia. 20. Unsatisfactory for White

White can't ignore Black 1 (7 in *Dia. 19*). If he extends to 2 at the top, Black 3, 5, and 7 are a good combination. White 8 is forced. The result to Black 13 is clearly good for Black.



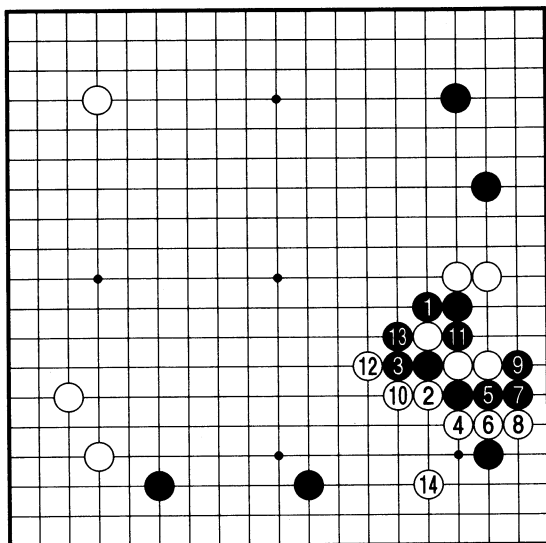
Dia. 21. Black has bad aji.

In answer to Black 1, pushing with White 2 and the sequence to White 8 is natural. Black's moyo seems to be very big, but there is some aji around the point A.



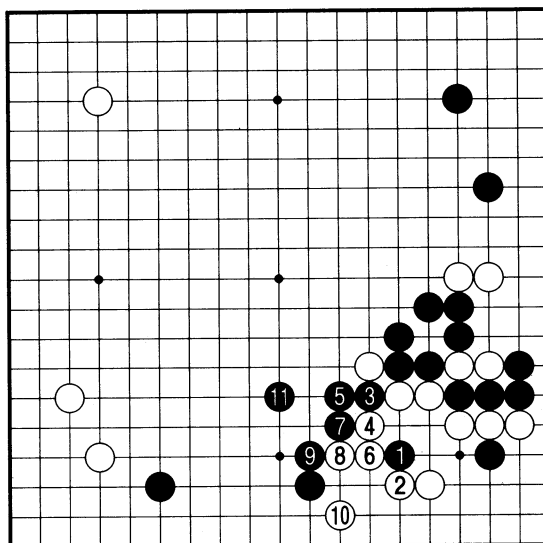
Dia. 22. The fight favors Black

Against Black's hane at 1 (3 in *Dia. 21*), White's hane at 2 is also possible, but Black 3 is a very powerful move. White is being very aggressive with the sequence to 12. However, the fight favors Black.



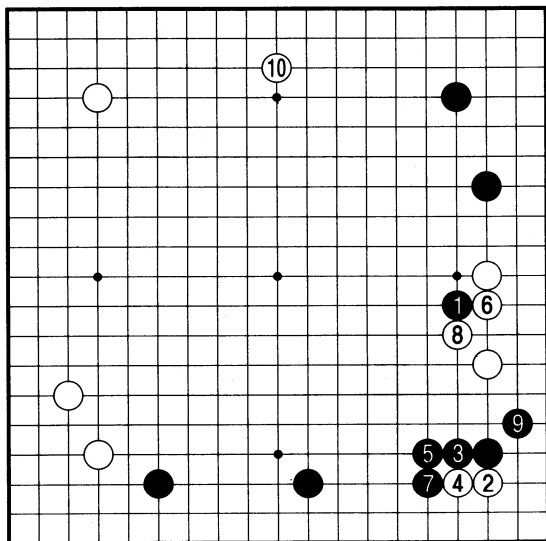
Dia. 23. A variation for White

Against Black 1 (3 in *Dia. 22*), White can atari with 2; Black 3 is forced. The sequence to White 14 seems to be an even exchange. However —



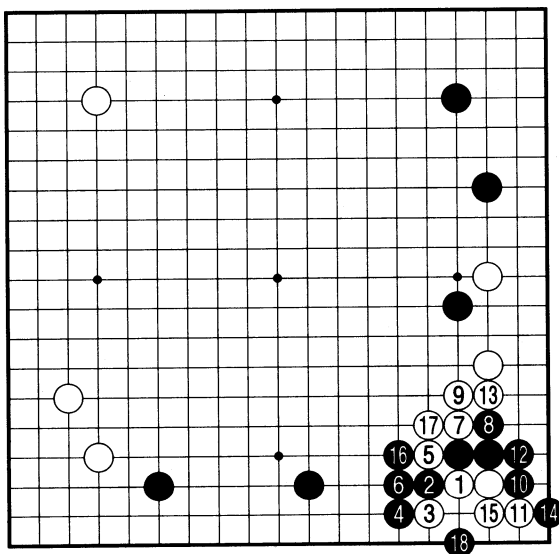
Dia. 24. Black's thickness is better

After the exchange of Black 1 for White 2, Black has the cut at 3. The sequence to Black 11 is the expected continuation. Black's thickness is superior to White's territory.



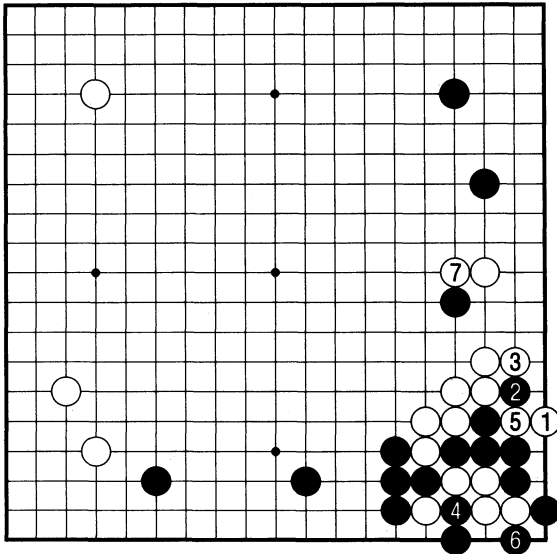
Dia. 25. A variation for White

Against the shoulder hit of Black 1, White's attachment at 2 probes Black's response in the corner. Black 3 and 5 are feeble responses. After the sequence to Black 9, White extends to 10 for a satisfactory result.



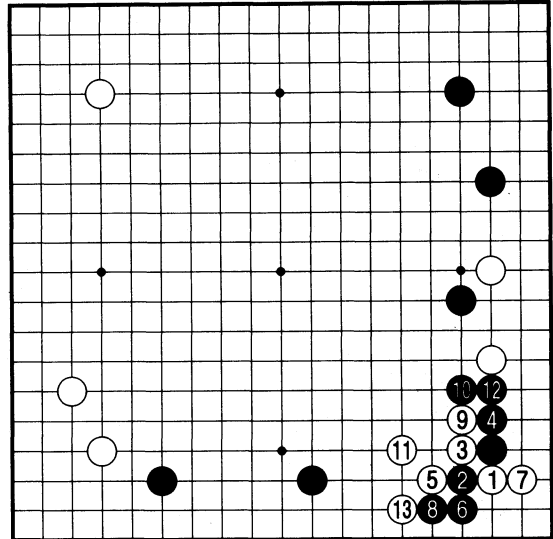
Dia. 26. A variation for Black

If Black hane with 2, after the exchange of White 3 for Black 4, the cut of White 5 is a good move. The sequence to Black 18 results in a capturing race. Next —



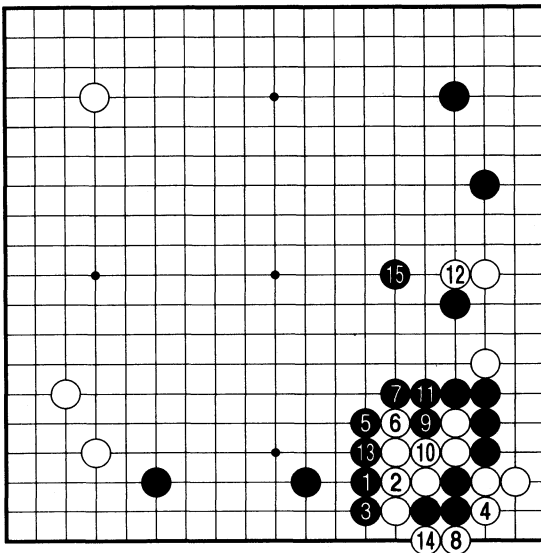
Dia. 27. A good result for White

White's placement at 1 is the key point in this capturing race. With the sequence to 6, Black wins the race, but White can play at 7 for a good result.



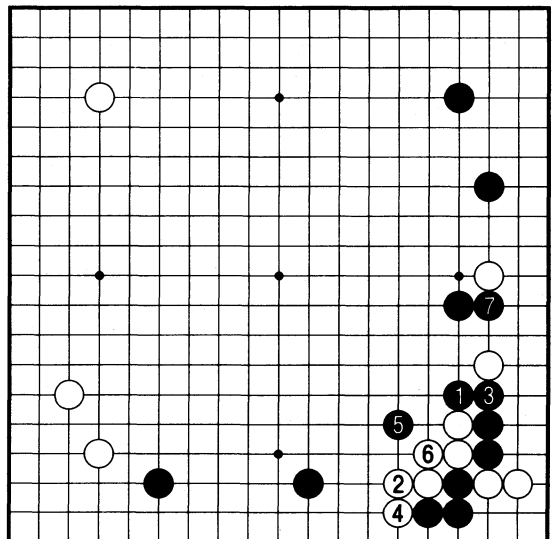
Dia. 28. A powerful move by Black

Against White's attachment at 1, the hane of Black 2 is a powerful move. The sequence to White 13 is almost forced. This result seems to be good for White. However —



Dia. 29. An excellent result for Black

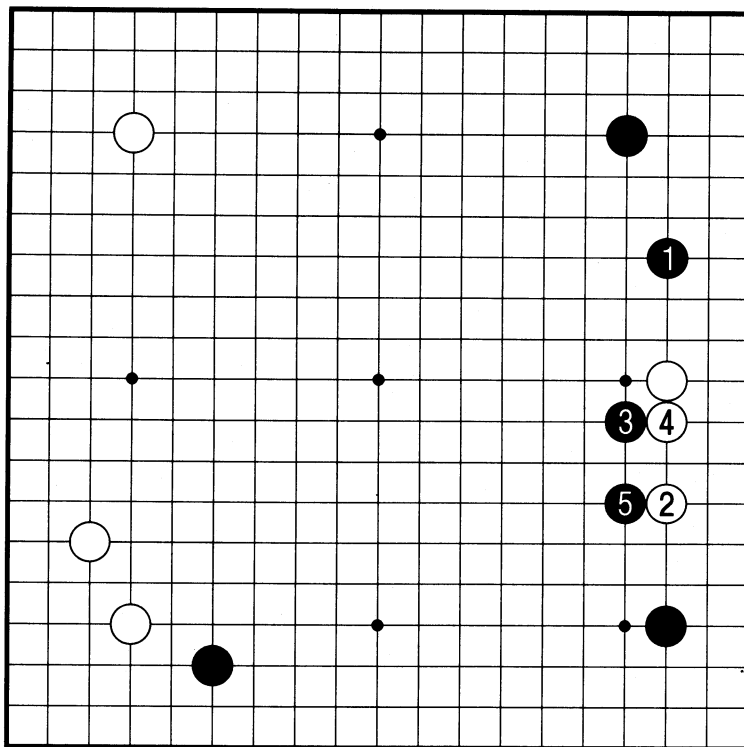
Black's peep at 1 and block at 3 are a good sacrifice tactic. After the sequence to 15, Black's influence is much better than White's territory.



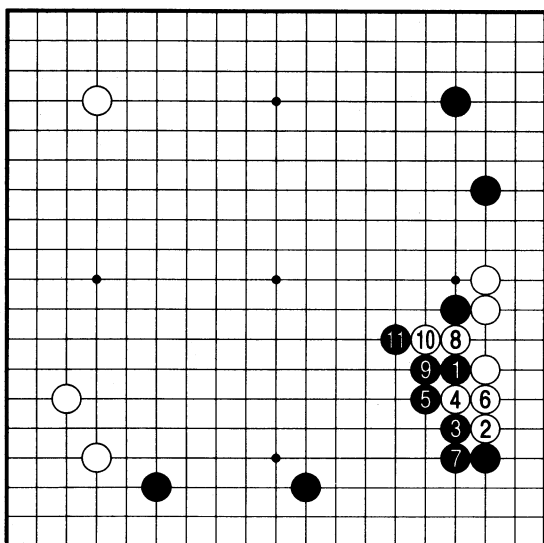
Dia. 30. Enough for Black

When Black hanes with 1, the extension of White 2 is locally the best move. However, the result to 7 is favorable for Black.

Pattern 36. A Popular Attachment

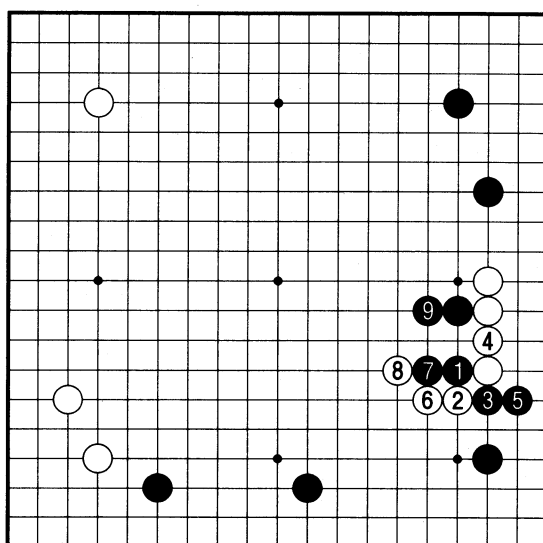


After the exchange of Black 3 for White 4, the attachment of Black 5 has recently been gaining in popularity. Let's study the variations after this move.



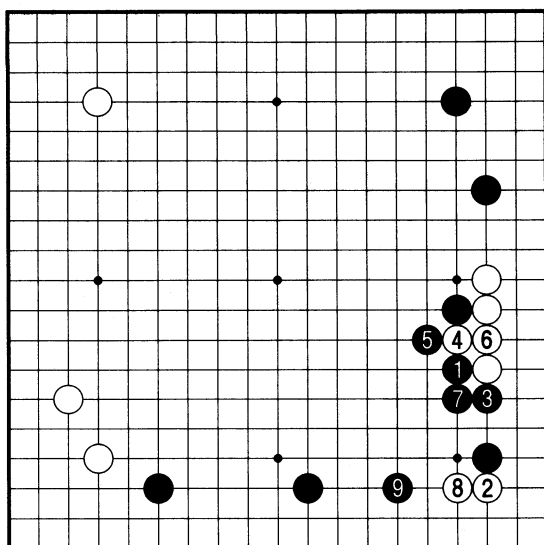
Dia. 1. A thick position for Black

White's attachment at 2 aims to take territory, but it is too greedy. Blocking with Black 3 is a good counter. The sequence to Black 11 can be expected, but the thickness Black gets gives him the better result.



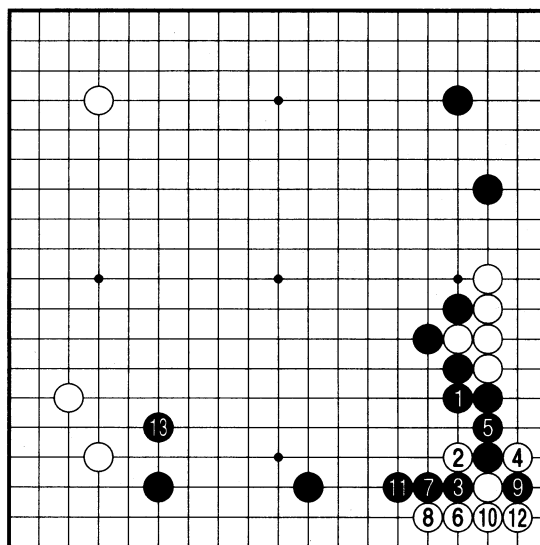
Dia. 2. Unreasonable for White

The hane of 2 is even worse for White. Black's cut at 3 is a powerful move. After the sequence to 9, Black can expect to have the advantage in the fighting that will follow.



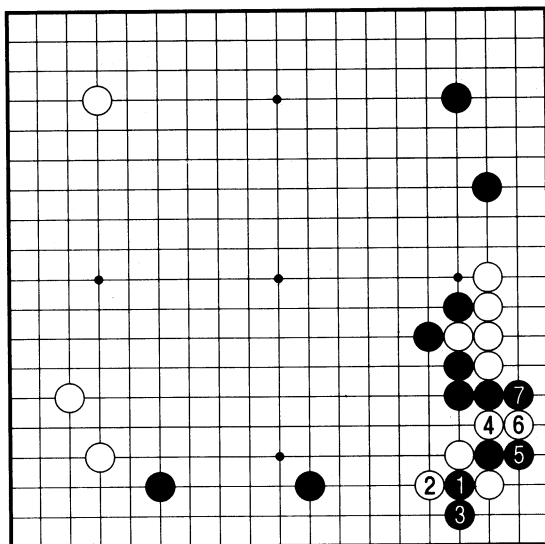
Dia. 3. Satisfactory for Black

Against Black 1, White's attachment at 2 is also possible. Black's hane at 3 is a good response. Next, Black 5 and 7 are also good moves. The result to 9 is good for Black.



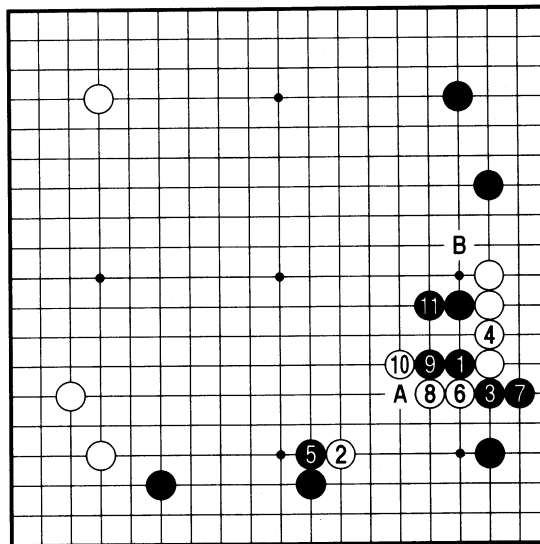
Dia. 4. Favorable for Black

Against Black's connection at 1 (Black 7 in *Dia. 3*), the hane of White 2 is a probe. The cut of Black 3 is the correct response. The result to 13 is also good for Black.



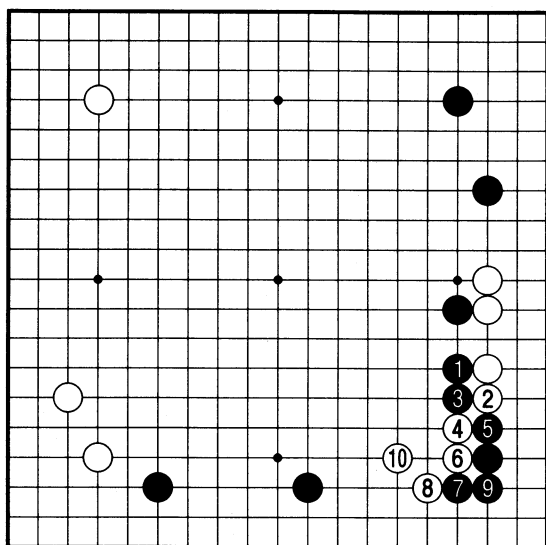
Dia. 5. Black is ahead.

In answer to Black 1 (Black 3 in *Dia. 4*), White atari's with 2. If Black extends to 5, White can block with 6. However, Black 7 is a good move, and White can't expect to get a good result.



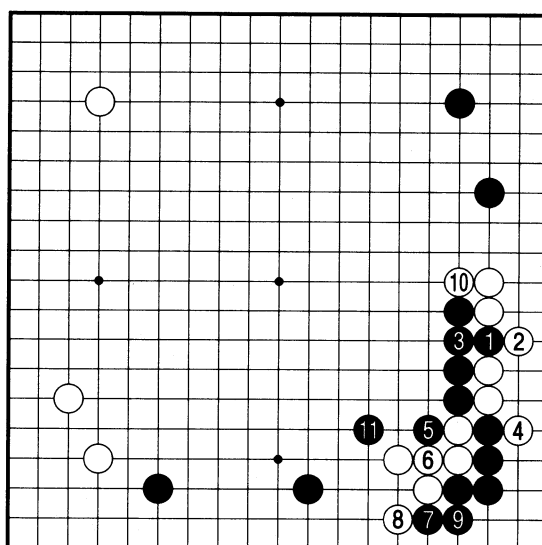
Dia. 6. White is in trouble.

The shoulder hit of White 2 aims to build some influence in the lower right in sente. He then intends to hane with 6. However, Black ignores 2 and blocks with 3. After the sequence to Black 11, the points A and B are miai. White is in trouble.



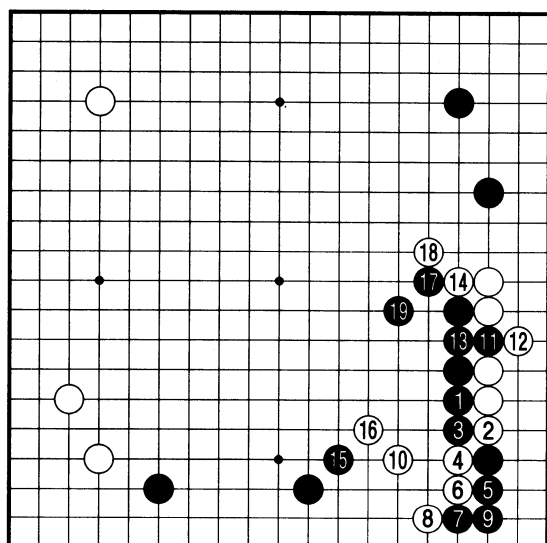
Dia. 7. White's resistance

After the exchange of White 2 for Black 3, White's hane at 4 is possible. The sequence to White 10 can be expected. This diagram seems to be playable for White, but —



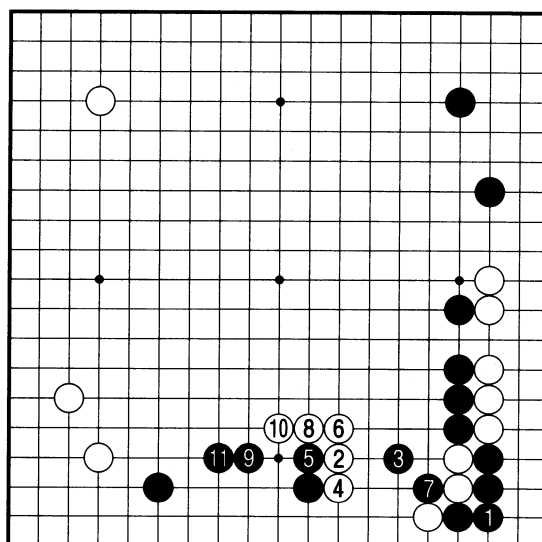
Dia. 8. Black is ahead.

Black's wedge-in and connection of 1 and 3 are good moves. Next, Black's atari at 5 and the hane-connection of 7 and 9 are a good combination. Against 10, Black 11 is painful for White. Black has good prospects in the fighting to follow.



Dia. 9. The best way for White

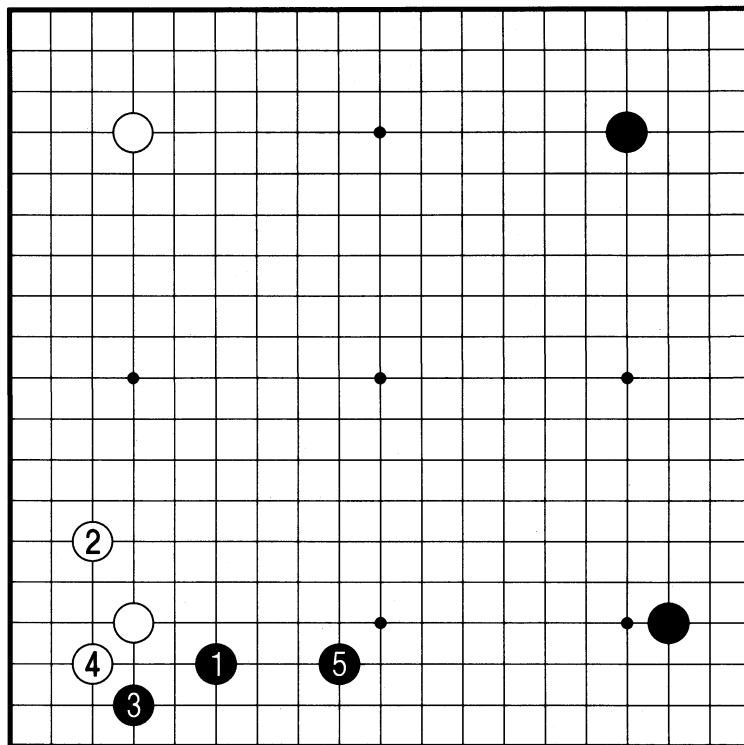
Bumping against the black stone with 2 and cutting with 4 are the best moves locally. The move to Black 9 are inevitable. However, White 10 is wrong. The sequence to Black's diagonal connection of 19 bad for White.



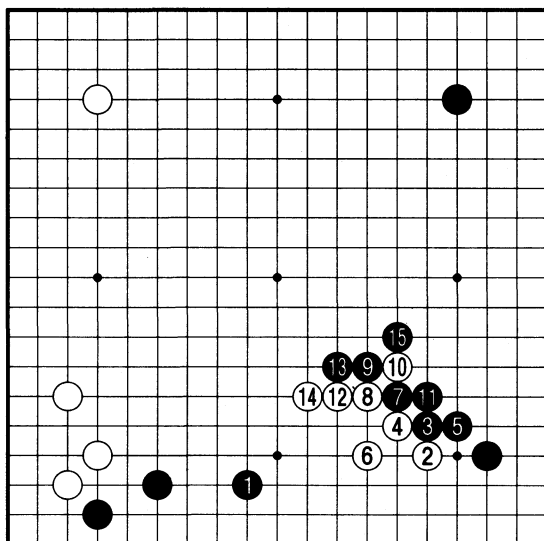
Dia. 10. The correct move for White

After Black connects with 1 (9 in *Dia. 9*), White's shoulder hit at 2 is the correct move. The sequence to Black 11 is best for both sides. This is an even result.

Pattern 37. Approaching the Lower Right Corner

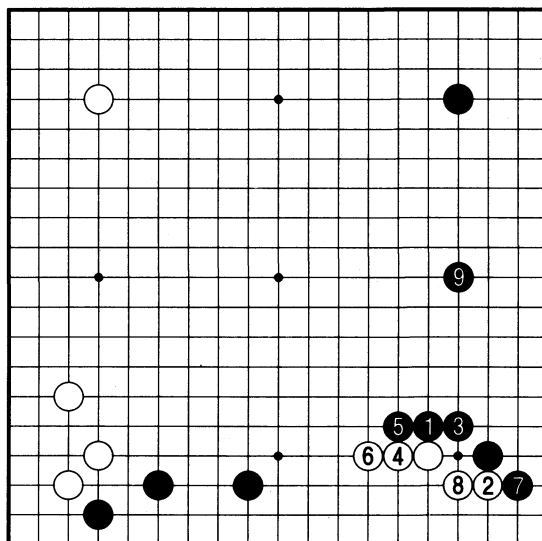


The sequence from Black 1 to 5 is a basic joseki. The problem for White is how to approach the black stone in the lower right corner. Let's study the variations after Black 5.



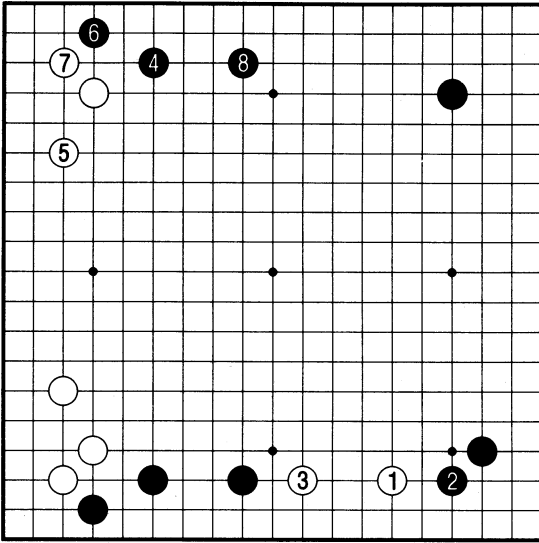
Dia. 1. Satisfactory for Black

If White approaches with 2, Black's attachment on the outside with 3 is a good strategy. The sequence to Black 15 is the kind of result that can be expected. However, it is not good for White, because his influence is not working properly.



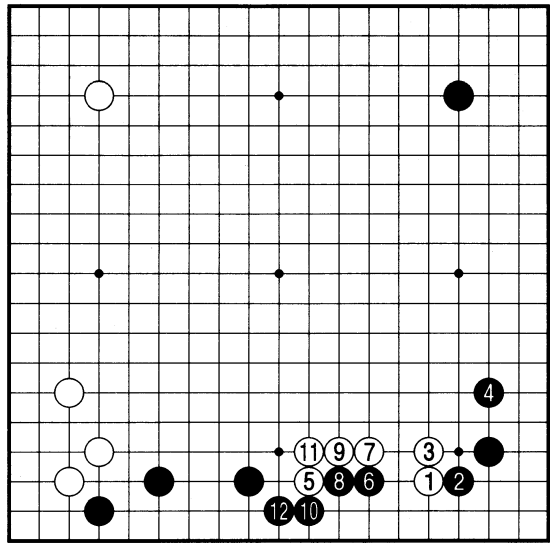
Dia. 2. A variation for White

Against Black 1, White's attachment at 2 is possible. Drawing back to Black 3 is a calm move. The sequence to Black 9 is a basic joseki. However, the result is still favorable for Black.



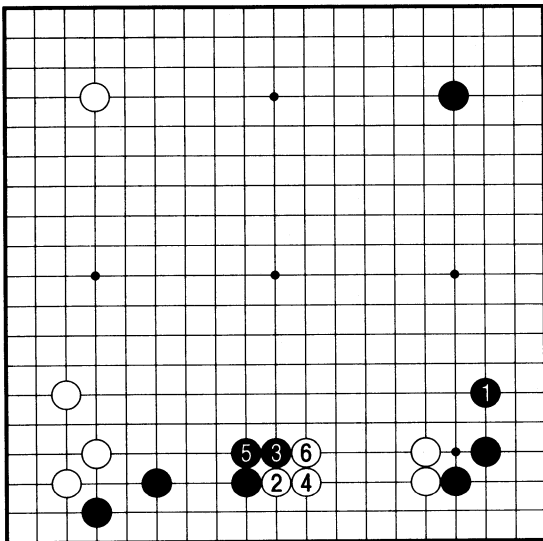
Dia. 3. The prudent approach move

The large knight's approach of White 1 is the prudent approach move. If Black defends the corner with 2, White settles his stone with the two-space extension to 3. This opening is playable for both sides.



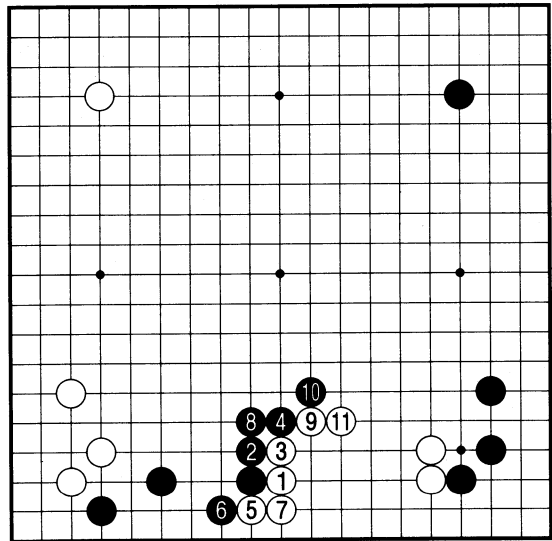
Dia. 4. The small knight's approach

The small knight's approach of White 1 is also possible. Black's diagonal attachment of 2 and the one-space extension to 4 are typical responses. If White next extends to 5, Black 6 is the key point for invading. The result to 12 is slightly better for Black.



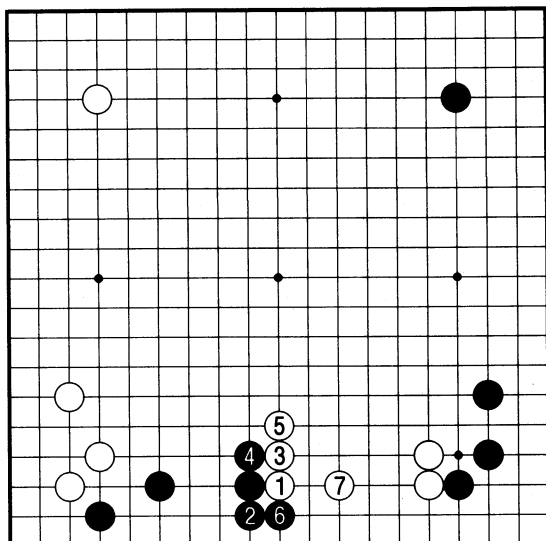
Dia. 5. A variation for White

In answer to Black 1, White's attachment at 2 is a special tactic. The sequence to White 6 is a possible variation. This sequence is playable for White.



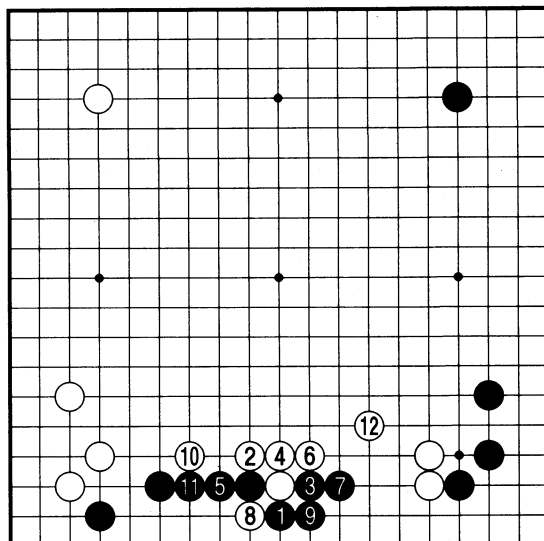
Dia. 6. White is ahead.

Against White 1, Black's extension to 2 is questionable. After the exchange of 3 for Black 4, White's hane and connection of 5 and 7 are good moves. White has settled his stones and secured a sizable territory with the sequence to 11.



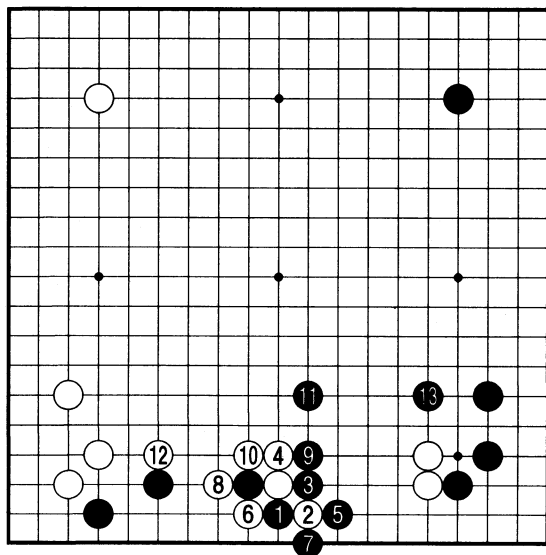
Dia. 7. An even result

Black can emphasize territory by descending to 2. The sequence to White 7 can be expected. This is an even result.



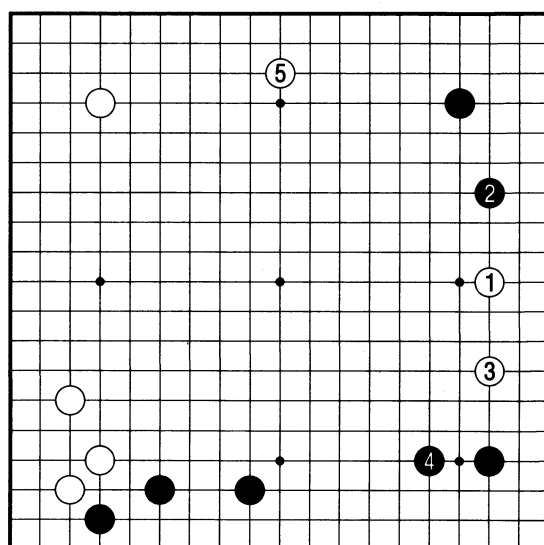
Dia. 8. A variation for Black

The hane of Black 1 is also possible. White's hane at 2 is natural. The sequence to White 12 can be expected. This sequence is playable for both sides.



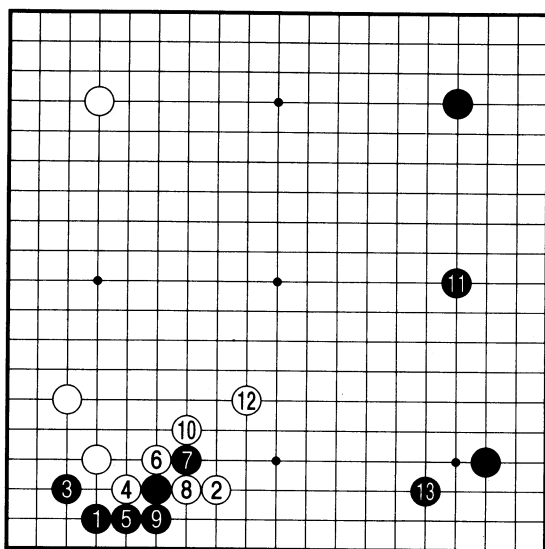
Dia. 9. Better for Black

Against the hane of Black 1, blocking with White 2 is also possible. However, the cut of Black 3 and the atari of 5 are simple yet strong responses. The result to 13 is better for Black.



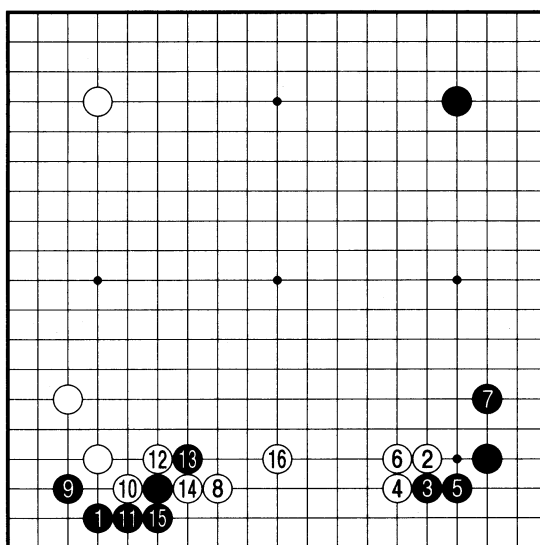
Dia. 10. A flexible move

Splitting the black positions on the right side with White 1 is also possible. The sequence to White 5 can be expected. This is also playable for both sides.



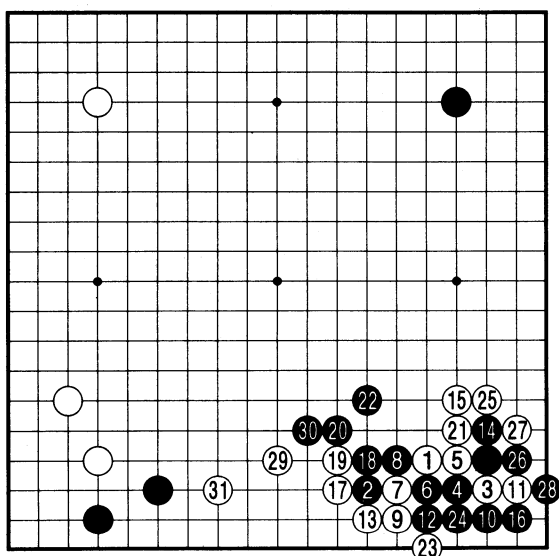
Dia. 11. White's resistance

Against Black 1, White's pincer at 2 used to be very popular. The sequence to Black 13 can be expected. However, Black is developing more quickly than White.



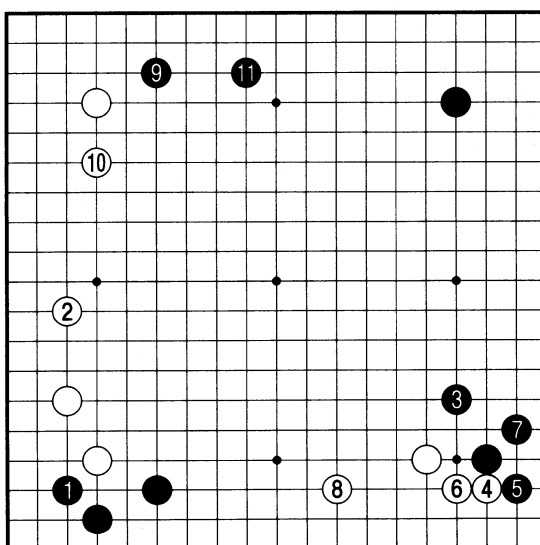
Dia. 12. The natural move

After Black 1, White's approach at 2 is a natural move. By attaching with 3. Black aims to settle the corner quickly and take the territory there. The result to White 16 is even.



Dia. 13. Black's pincer

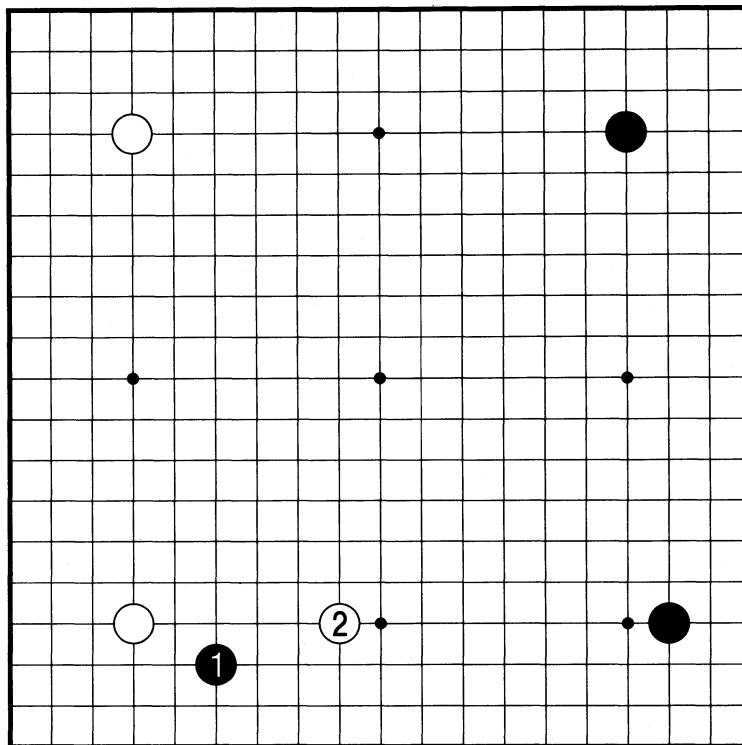
Against White's approach at 1, the pincer of Black 2 is another strategy. The attachment of White 3 is a common response. After the sequence to Black 12, White can play 13 because the ladder is favorable for him. The result to White 31 is playable for both sides.



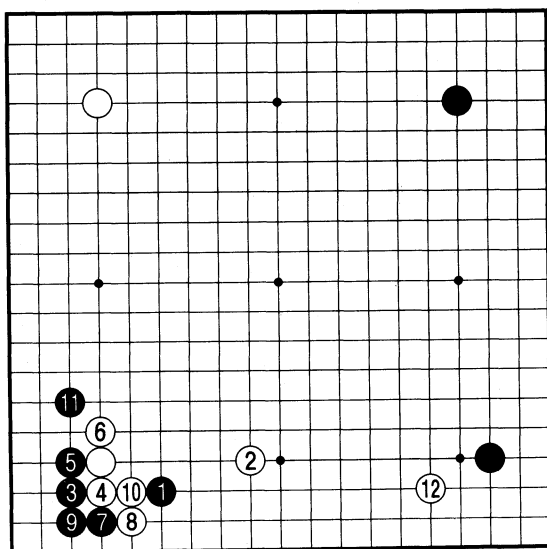
Dia. 14. Playable for both sides

Black 1, ignoring White's approach move (White 1 in *Dia. 13*), is also possible. White 2 is forced. The sequence to Black 11 can be expected. This opening is also playable for both sides.

Pattern 38. An Aggressive Pincer

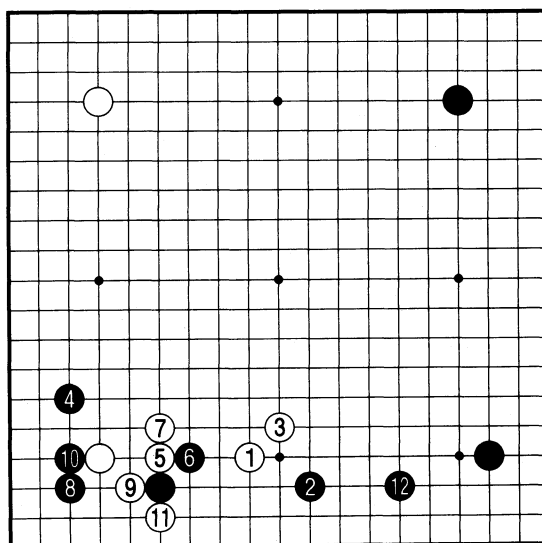


Against Black's approach at 1, White's two-space pincer at 2 aims to avoid Black's mini-Chinese opening. Let's study the variations after White 2.



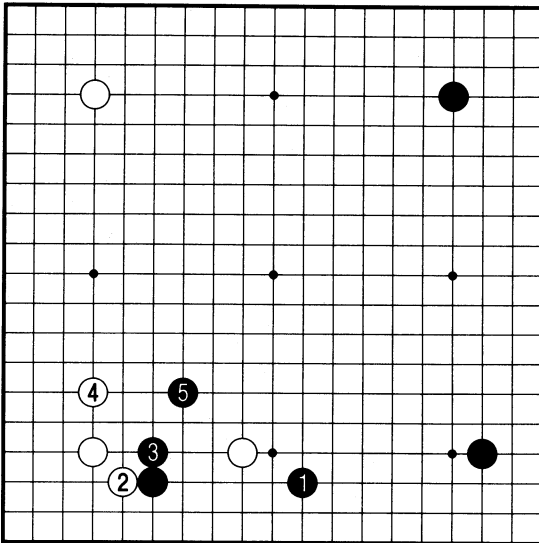
Dia. 1. Satisfactory for White

Against the pincer of White 2, Black's invasion at 3 is too greedy. After Black 11, White takes sente in the bottom left corner by approaching with 12. This result is good for White.



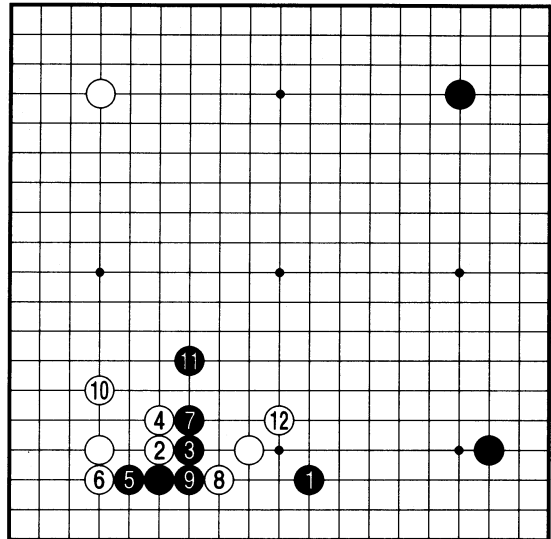
Dia. 2. Sufficient for Black

Black's counterpincer of 2 is a special tactic. However, White's diagonal move at 3 is a bit biased toward shape. The result to 12 is more dynamic for Black.



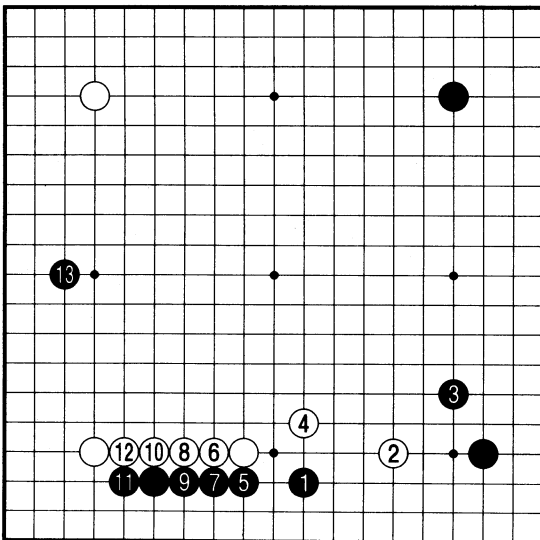
Dia. 3. Satisfactory for Black

White's attachment at 2 and one-space extension to 4 are also a bit biased toward shape. The knight's move of Black 5 is good in this position.



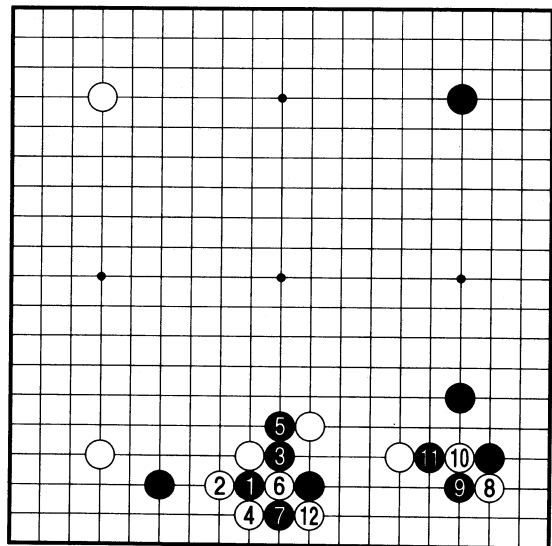
Dia. 4. The correct move for White

Against Black 1, White's attachment at 2 is the correct response. The sequence to White 12 can be expected. This is an even result.



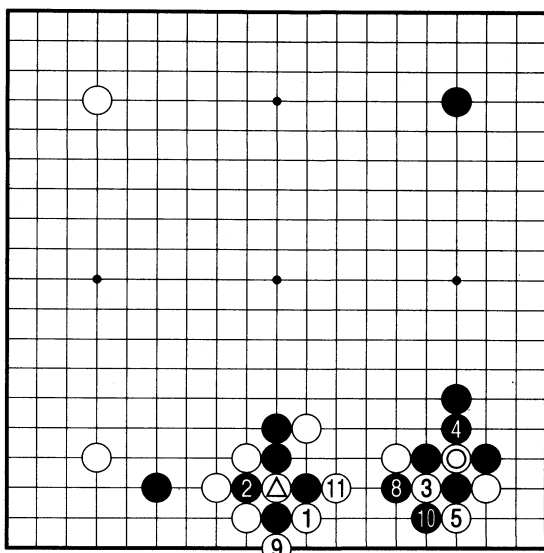
Dia. 5. Satisfactory for Black

White 2 and 4 emphasize influence. However, after the sequence to 12, splitting White's position on the left side with Black 13 is an excellent move. This result is unsatisfactory for White.



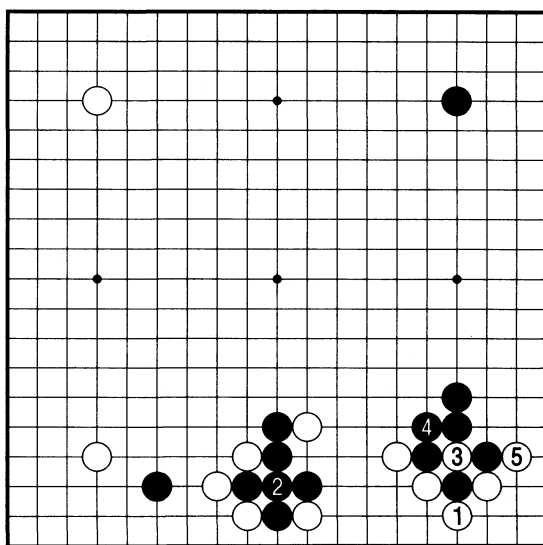
Dia. 6. White's resistance

Against the attachment of Black 1, the hane of White 2 is a powerful move; in fact, it is the only move. Black 3 and 5 are also powerful moves. The sequence to White 12 results in a very complicated ko fight. Next —



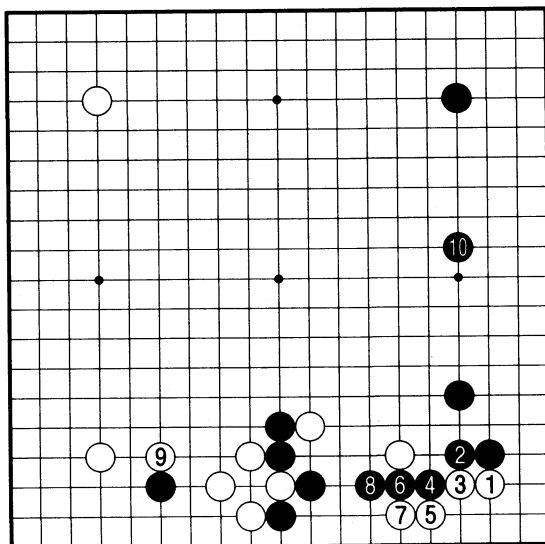
Dia. 7. An even result

Against White 1 (White 12 in *Dia.* 6), Black captures the ko with 2. White's atari at 3 is the correct ko threat. The sequence to Black 11 can be expected. (Black 6 at the circled stone; White 7 at the triangled stone.)



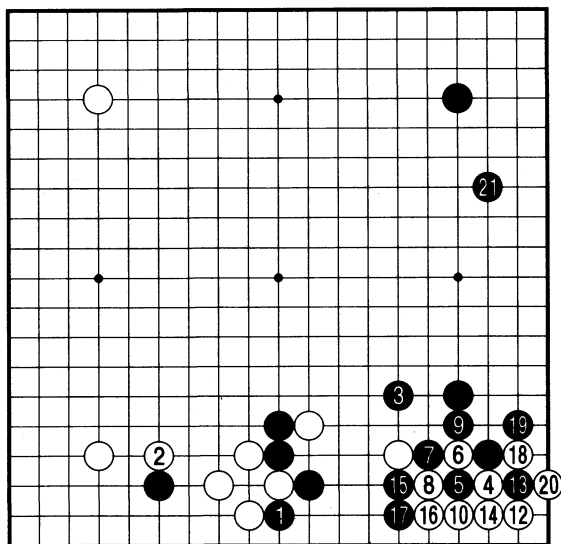
Dia. 8. Satisfactory for White

It is unreasonable for Black to ignore White's ko threat at 1 (White 5 in *Dia. 7*) and connect with 2. White 3 and 5 are very painful for Black. This result is slightly better for White.



Dia. 9. Black's position is thick.

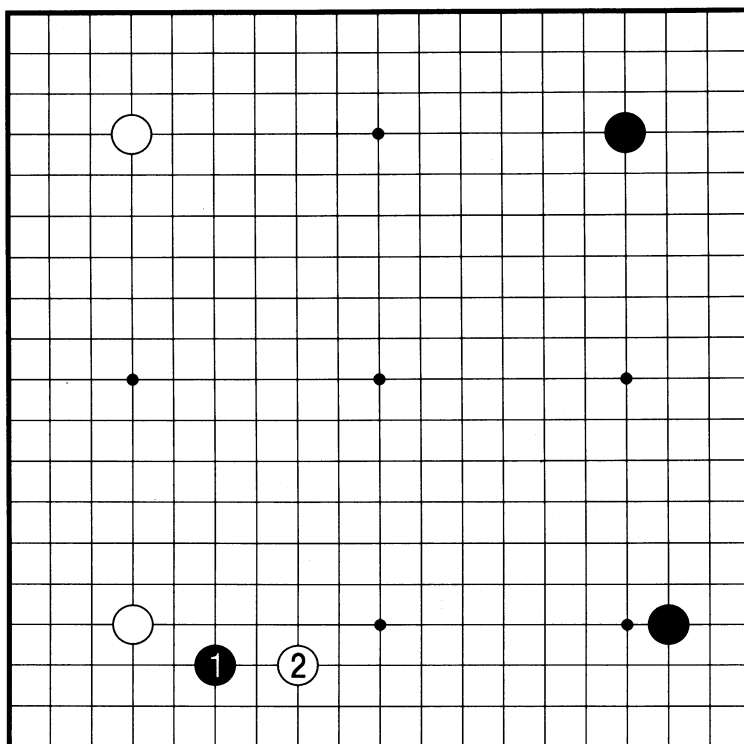
Against White's ko threat at 1, Black's extension to 2 is a simple but good move. If White next takes the corner with the sequence to 7, Black builds a moyo with 10. Black's thickness gives him a satisfactory result.



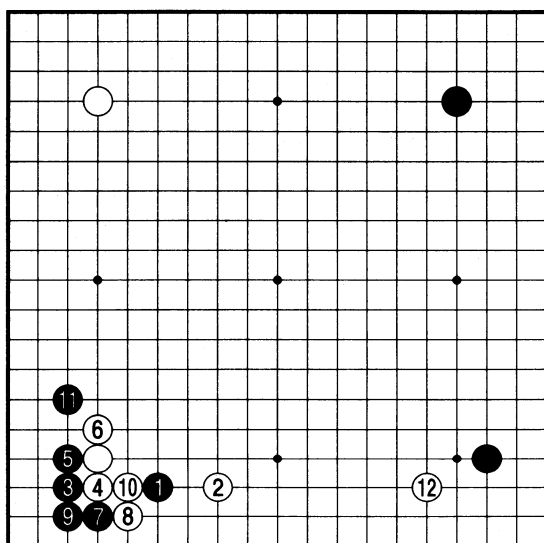
Dia. 10. Sufficient for Black

Answering Black 1 with White 2 can also be considered. Black 3 is a good move. White's attachment at 4 is a typical sabaki tesuji. However, after the sequence to 21, Black's thickness is better than White's territory. (Black 11 is played at White 6)

Pattern 39. The One-Space Pincer

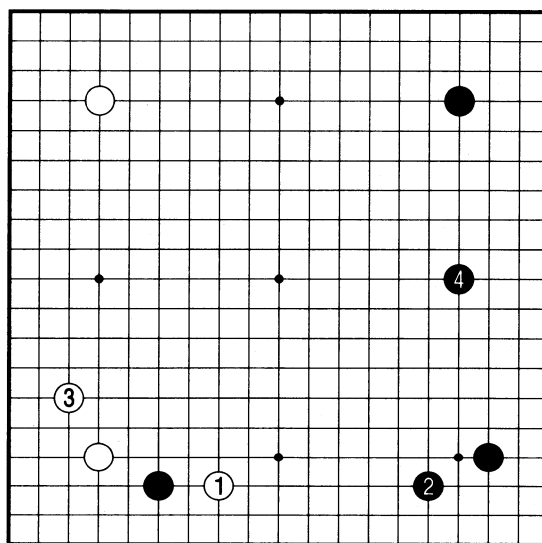


Against Black's approach at 1, the pincer of White 2 is another popular move in this position. Let's look at some of the variations after this pincer.



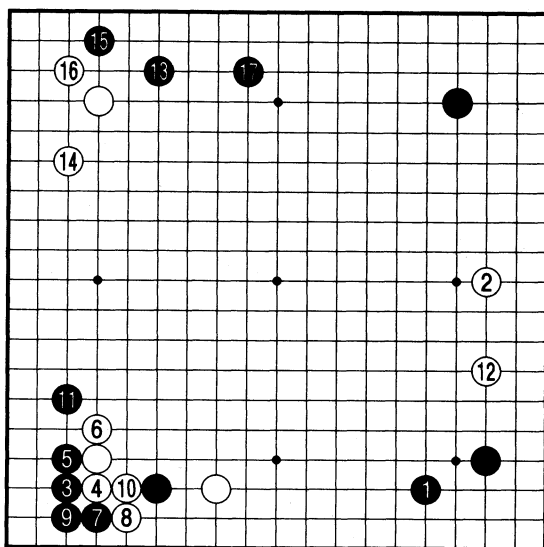
Dia. 1. Satisfactory for White

Black's invasion at 3 is questionable. The sequence to Black 11 is a basic joseki. However, Black ends in gote and White's approach at 12 becomes an excellent move.



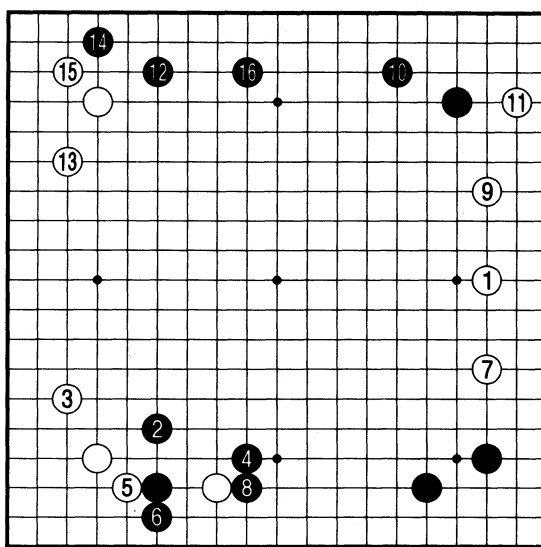
Dia. 2. Variation for Black

Answering White 1 by making a corner enclosure with Black 2 is a special tactic. If White next plays 3, Black's extension to 4 is a very good move. This is a good result for Black.



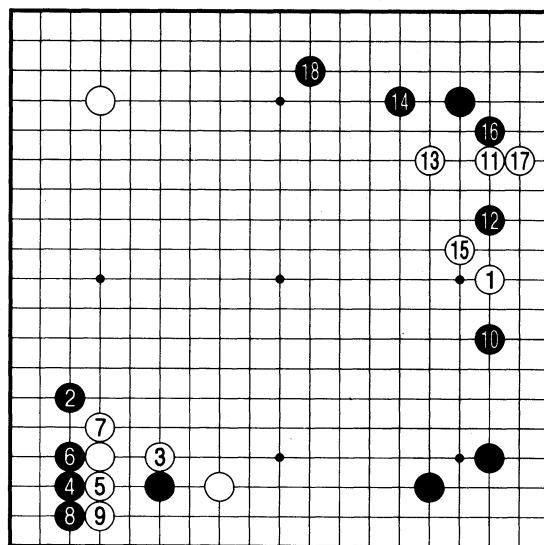
Dia. 3. The correct move

Against Black's corner enclosure at 1, splitting the right side with White 2 is the correct move. The sequence to Black 17 is standard. This opening seems to be playable for both sides.



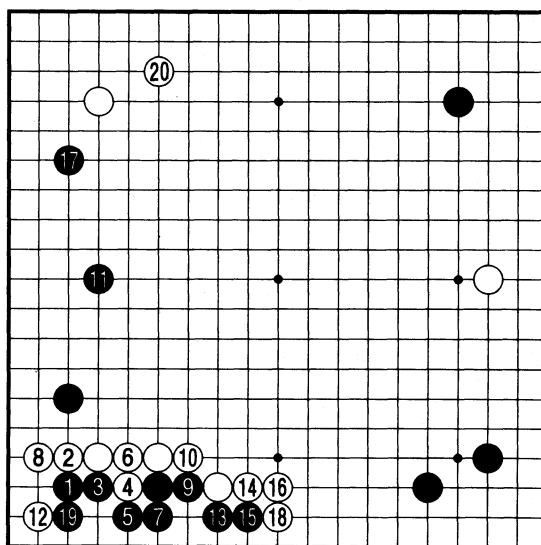
Dia. 4. A variation for Black

Against White 1, the one-space jump to Black 2 is also possible. If White answers with 3, pressing with Black 4 is the key point. The sequence to Black 16 is also playable for both sides.



Dia. 5. Black is developing quickly.

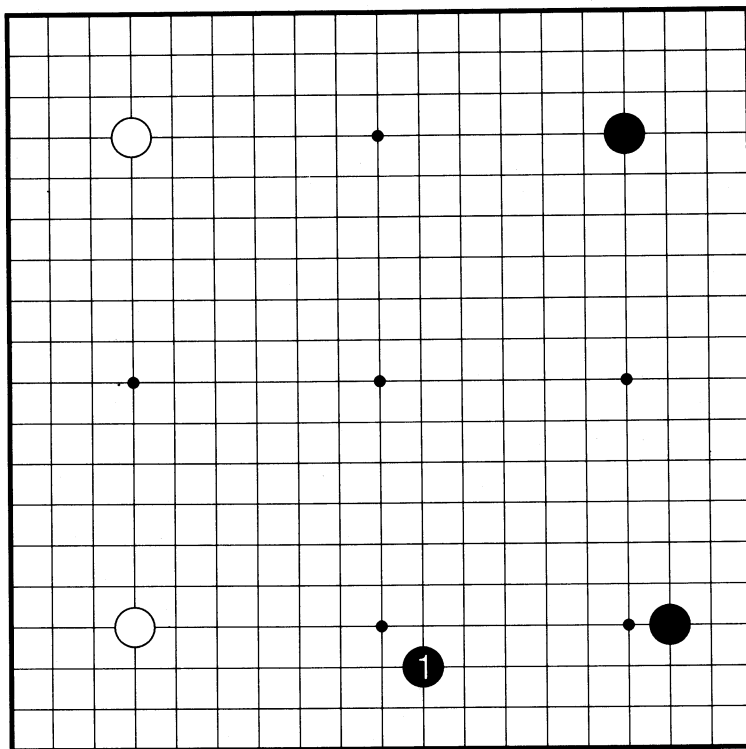
In answer to White 1, Black's second approach at 2 is another strategy. If White attaches with 3, White takes the corner in sente with the sequence to 9. The continuation to Black 18 is one possible variation. Black is developing more quickly than White.



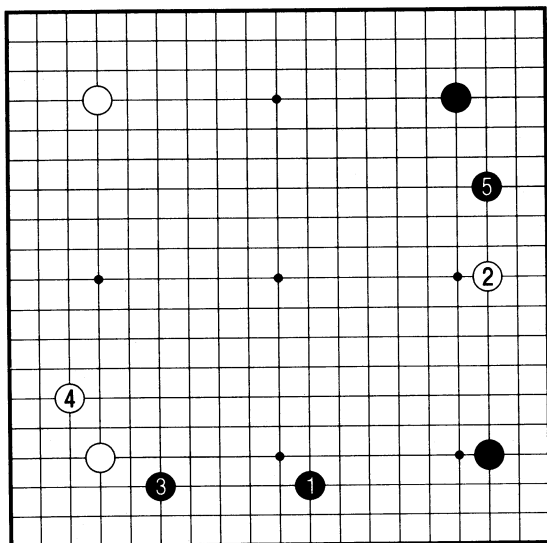
Dia. 6. Better for Black

White can also block with 2. After the sequence to White 8, Black 9 is a good probe. The result to White 20 seems to be better for Black.

Pattern 40. A Variant of the Mini-Chinese Opening

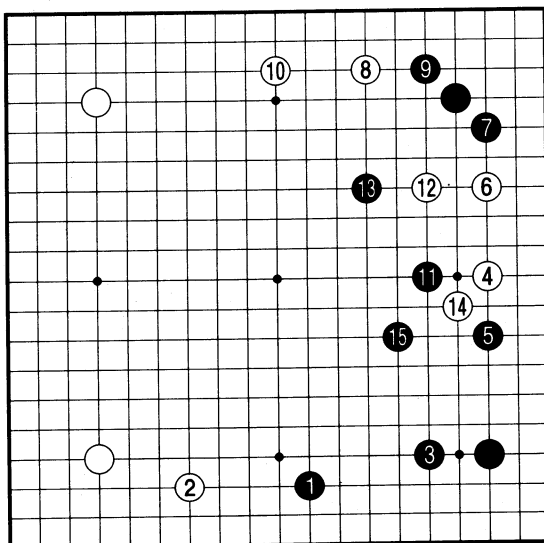


Black's immediate extension to 1 is a variant of the mini-Chinese opening. If Black first approaches the stone in the lower left corner, White might pincer this stone as in Patterns 38 and 39. Therefore, Black 1 resolutely aims to establish at least a partial mini-Chinese opening. Let's discuss the variations after this move.



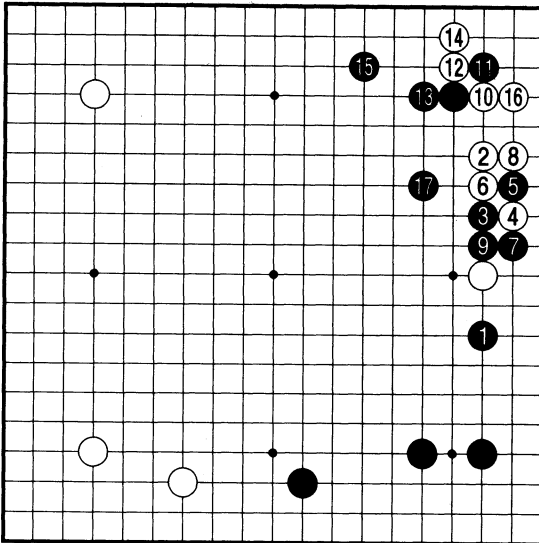
Dia. 1. Reverting to the mini-Chinese opening

If White splits the right side with 2, Black will approach with 3. The sequence to Black 5 reverts to the mini-Chinese opening.



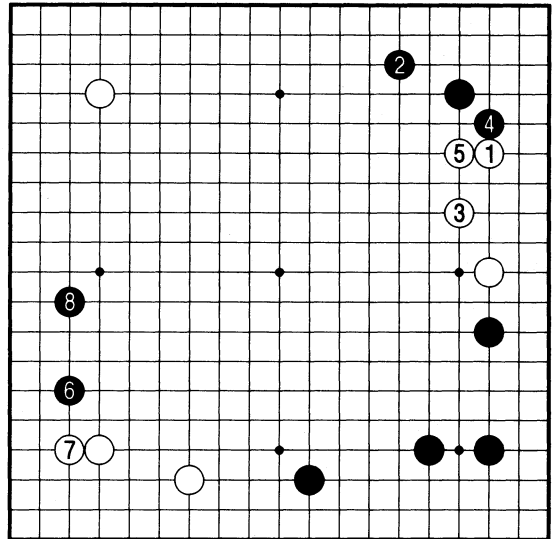
Dia. 2. White's choice

White 2 prevents Black from playing the standard mini-Chinese opening. Making a corner enclosure with Black 3 is usual. However, after the exchange of White 4 for Black 5, White 6 is a bit passive. The result to 15 is better for Black.



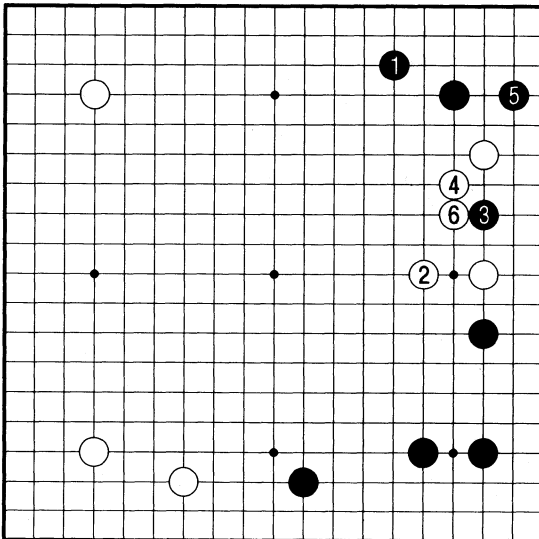
Dia. 3. The correct move

Instead of White 6 in *Dia. 2*, extending one space farther with 2 is the correct move. Against Black's invasion at 3, White's attachment at 4 is the key point. Next, the sequence to Black 17 is standard. This result is playable for both sides.



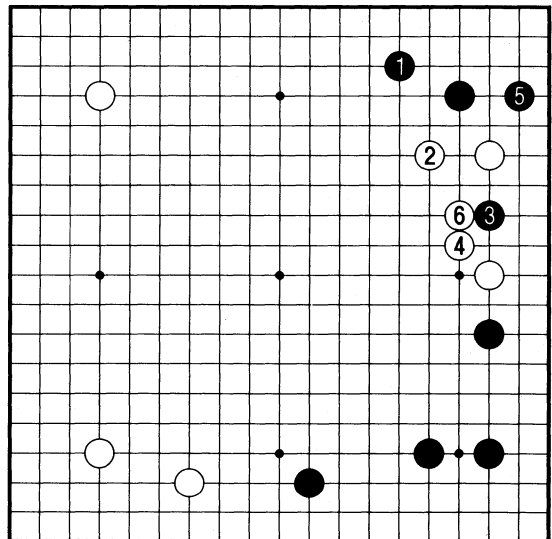
Dia. 4. A variation for Black

Responding to White 1 with Black 2 is also possible. If White next plays 3, the diagonal attachment of Black 4 is good. The result to Black 8 is more dynamic for Black.



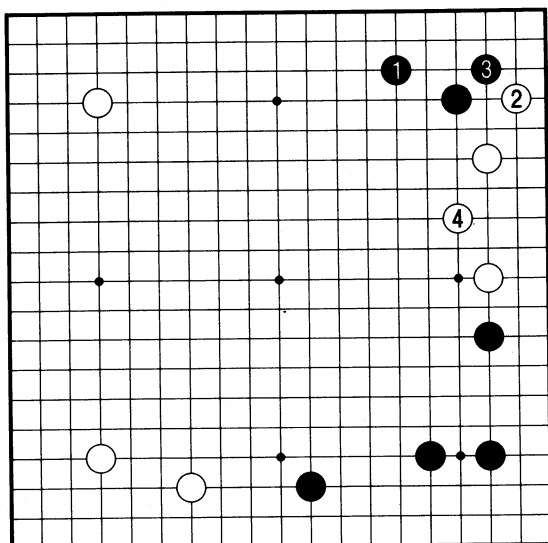
Dia. 5. An even result

Against Black 1, White's one-space jump to 2 is normal in this position. The sequence to White 6 can now be expected. This is an even result.



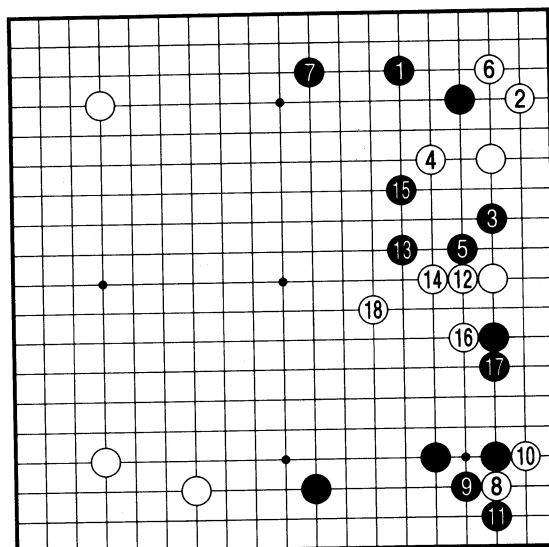
Dia. 6. Almost the same

White's one-space jump to 2 here is also possible. Again Black invades with 3. The result to White 6 is almost the same as *Dia. 5*.



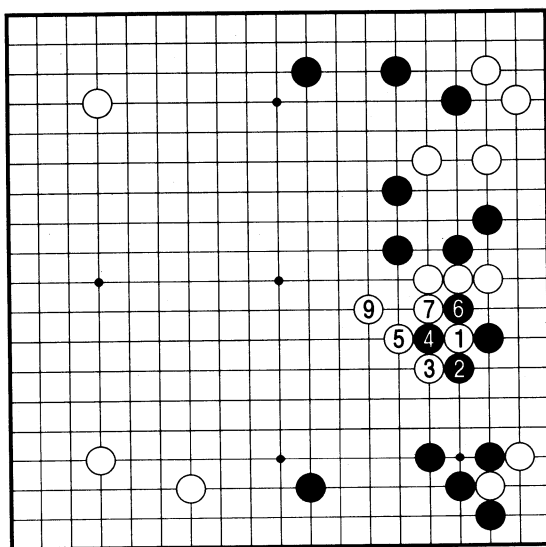
Dia. 7. Satisfactory for White

In response to Black 1, sliding into the corner with White 2 emphasizes territory. Black 3 and White 4 follow. This result is better for White.



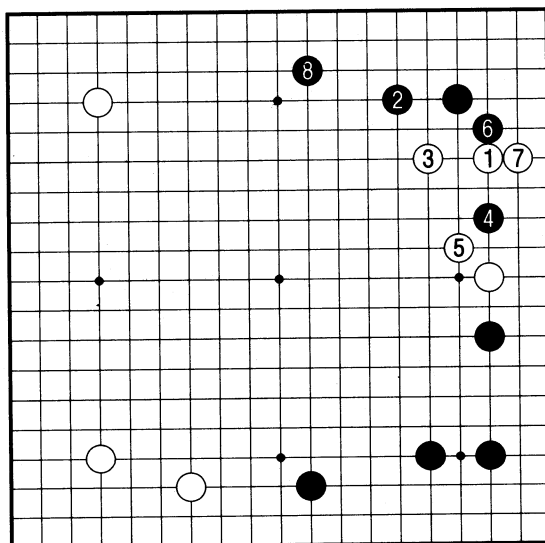
Dia. 8. An equal chances

Answering White 2 with the invasion of Black 3 is natural. The sequence to White 18 is almost inevitable. Both sides will have equal chances in the fighting that will follow.



Dia. 9. Black's choice

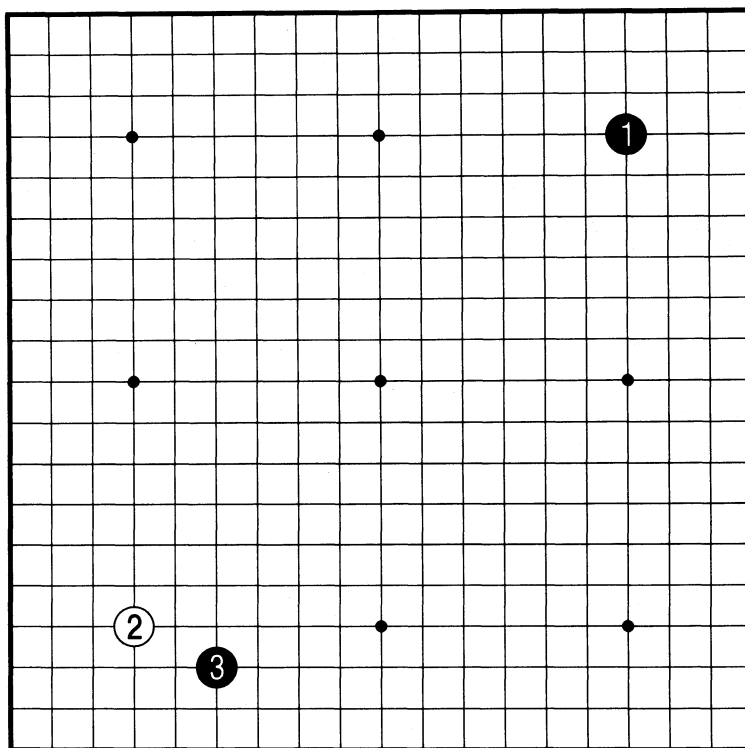
Against White's attachment at 1 (White 16 in Dia. 8), Black's hane at 2 is a possible move. The sequence to White 9 is a standard continuation. This is an even result. (Black 8 connects at 1.)



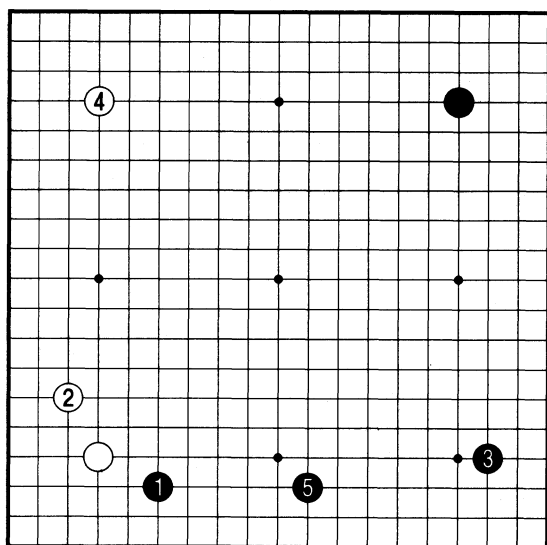
Dia. 10. A variation for Black

If Black answers White 1 by jumping to 2, White's one-space jump to 3 is the correct move. The sequence to Black 8 is a basic pattern. This is also an even result.

Pattern 41. An Immediate Approach

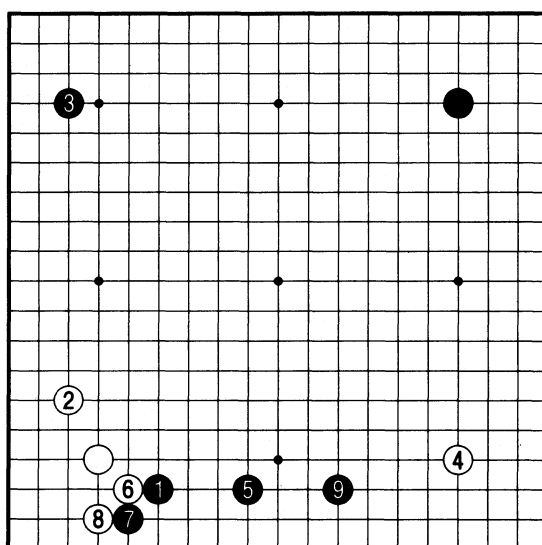


After White occupies the lower left corner with 2, Black immediately approaches with 3. This is an aggressive way of playing. Black's strategy is now very much dependent on White's response. Let's study the variations that might occur afterwards.



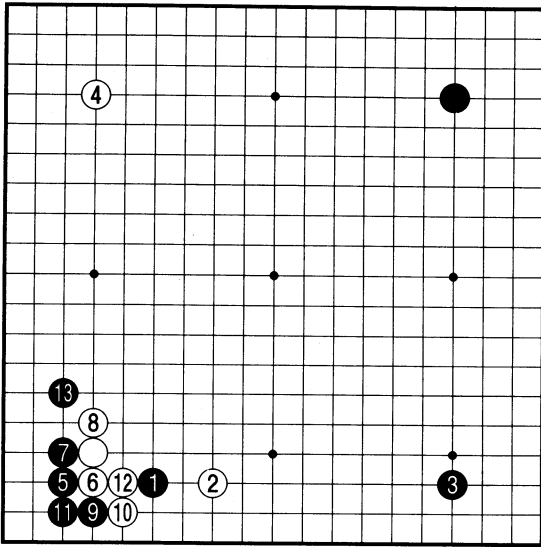
Dia. 1. The mini-Chinese opening

If White answers with 2, Black takes the lower right corner with 3. If White then occupies the last empty corner with 4, Black can set up the mini-Chinese opening with 5.



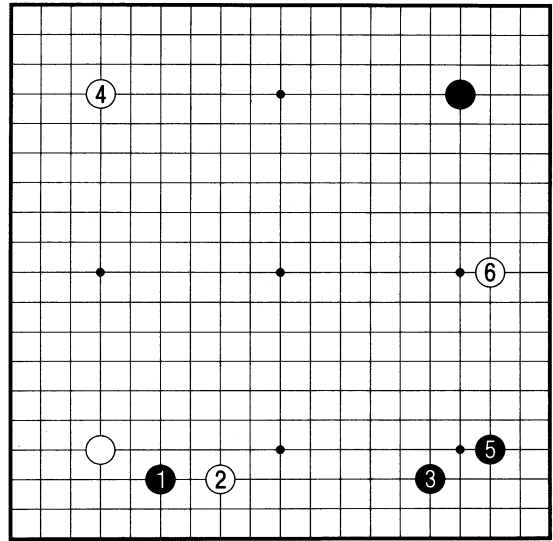
Dia. 2. Black is developing quickly.

Black can also occupy the upper left corner with 3. White next takes the lower right with 4, and the extension to Black 5 becomes the key point. If White attaches with 6, Black exchanges 7 for White 8, then makes another two-space extension to 9. Black is developing more quickly than White.



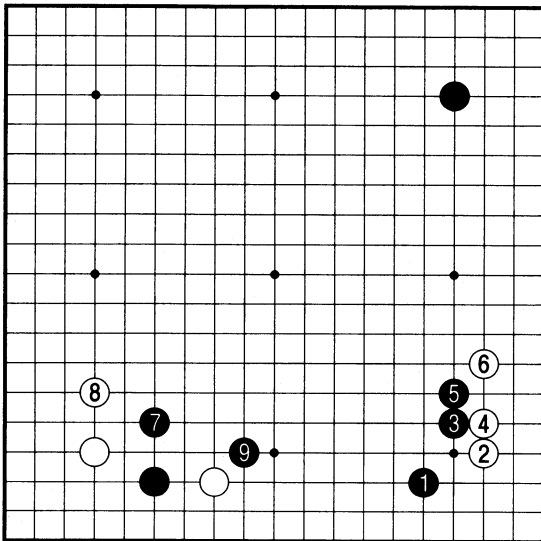
Dia. 3. White's positive response

Against Black's approach at 1, White's pincer at 2 is a positive way of playing. Next, Black 3 and White 4 are natural moves in this position. The sequence to Black 13 is playable for both sides.



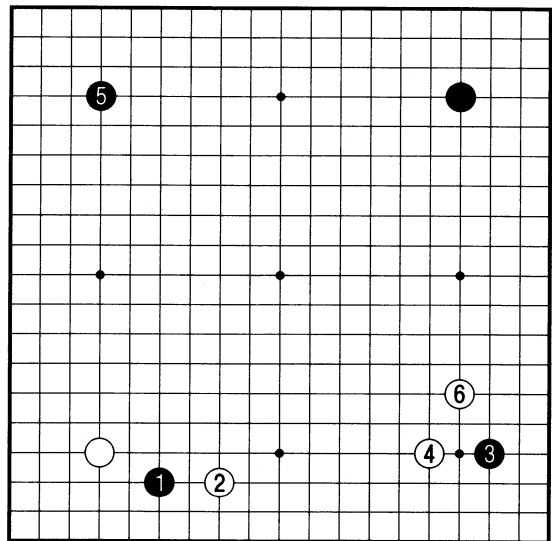
Dia. 4. Black's choice

After the sequence to White 4, Black could make a corner enclosure at 5. Next, White splits the right side with 6. This is an even result.



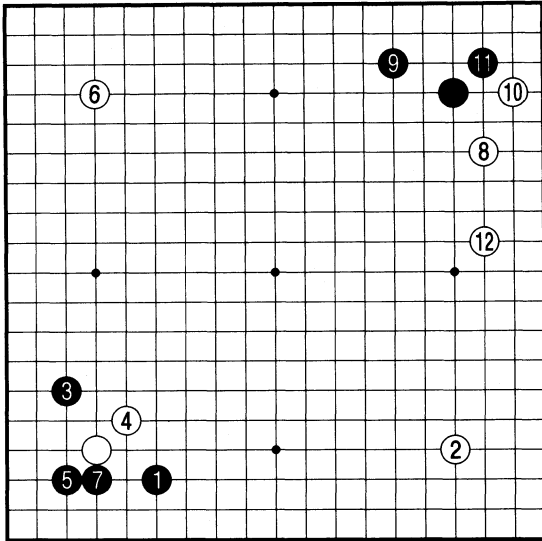
Dia. 5. Black is ahead.

Answering Black 1 with an approach at White 2 is wrong. After the sequence to White 6, Black 7 and 9, attacking the white stone in the bottom left, are good moves. Black has the better position.



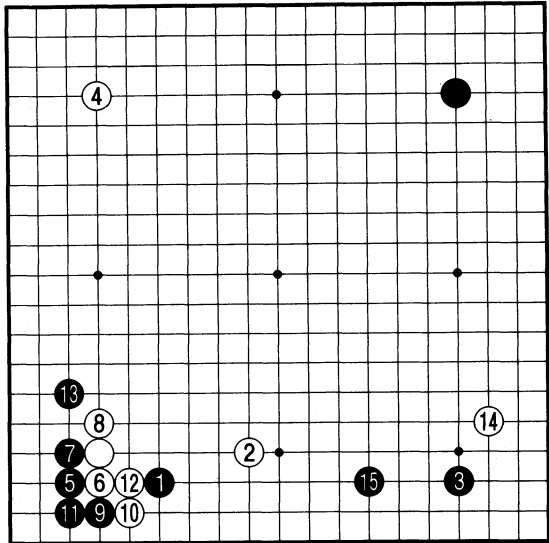
Dia. 6. White's resistance.

After the exchange of Black 1 for White 2, if Black occupies the 3-4 point with 3, White could make the one-space approach with 4. With the sequence to 6, White controls the whole board. This is a good result for White.



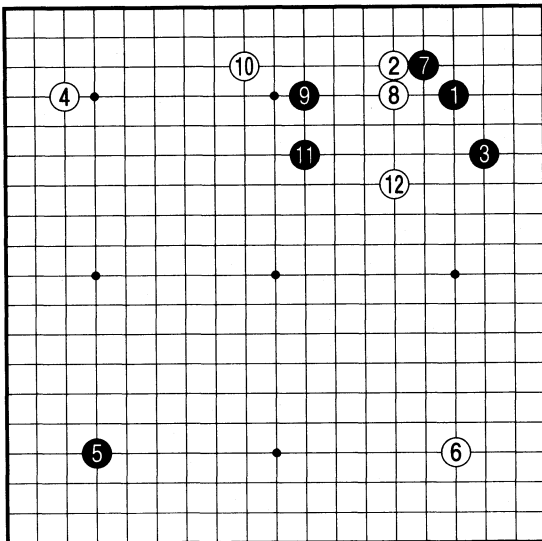
Dia. 7. White's choice

If White ignores Black 1 and takes a corner with 2, making a second approach with Black 3 is natural. The result to White 12 is even.



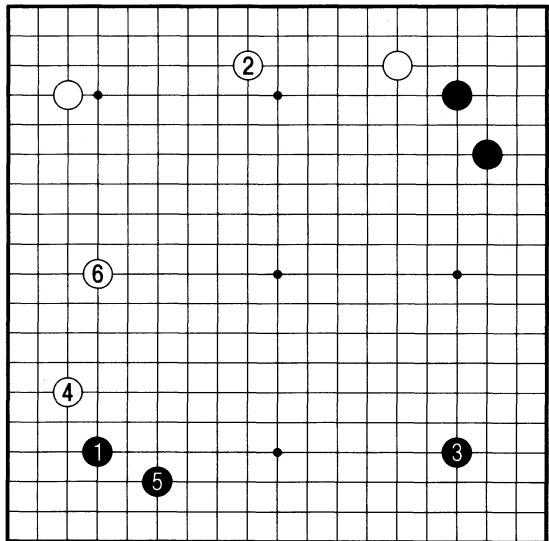
Dia. 8. Another even result

The pincer of White 2 is another possible strategy. The sequence to White 14 can be expected. This opening is also playable for both sides.



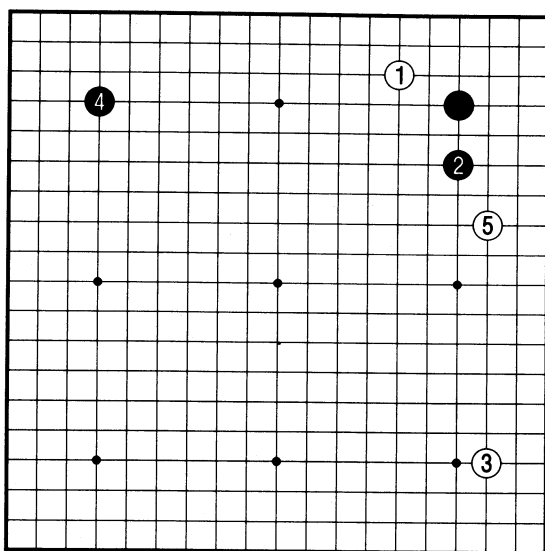
Dia. 9. An immediate approach by White

Against Black 1, an immediate approach with White 2 is also possible. The sequence to White 12 is one possible variation. This is also an even result.



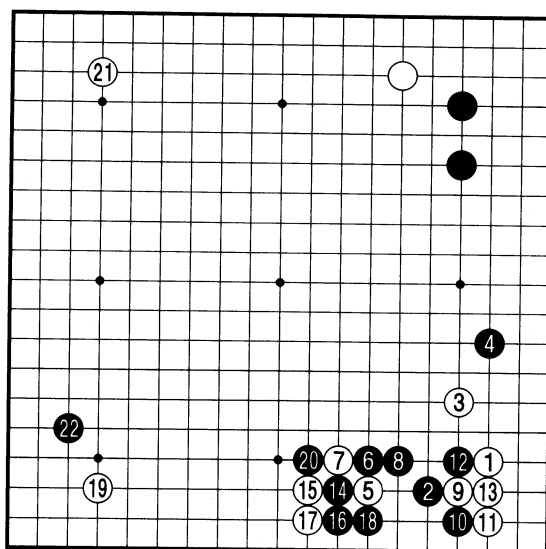
Dia. 10. White's choice

If White doesn't like the result in *Dia. 9*, he could extend to 2 (after Black 5 in *Dia. 9*). If Black takes the empty corner with 3, White can develop the left side with 4 and 6. This opening is playable for White.



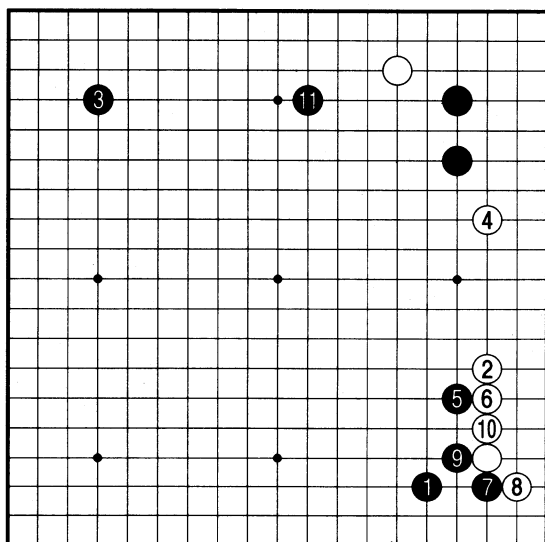
Dia. 11. Aggressive

If Black responds to White 1 with the one-space jump of 2, White 3 is a special tactic. If Black next takes the corner with 4, White approaches at 5. A complicated fight is now inevitable. If you like fighting, this is the way to play.



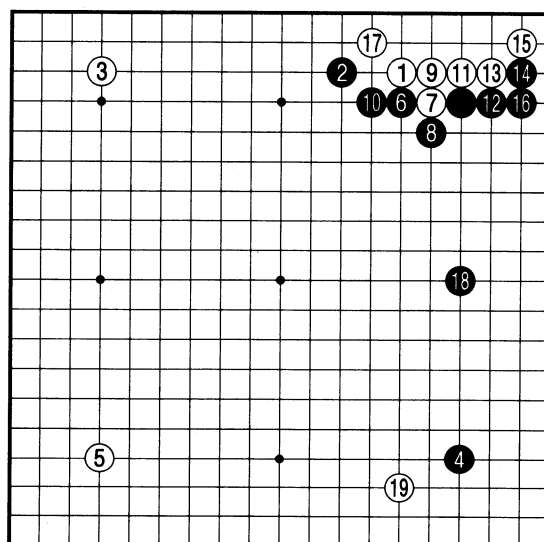
Dia. 12. A variation for Black

If Black doesn't like *Dia. 11*, he can approach with 2. This is the correct move. The sequence to Black 22 is one possible variation. This opening is playable for both sides.



Dia. 13. Unsatisfactory for White

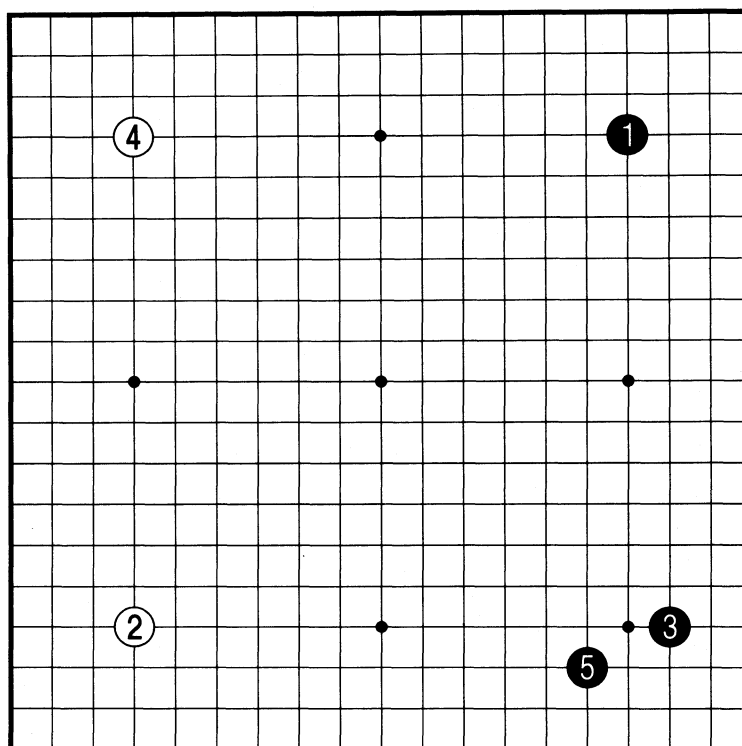
Against Black's approach at 1, White's two-space extension to 2 is passive. The sequence to Black 11 can now be expected. However, Black's position on the right side is too low.



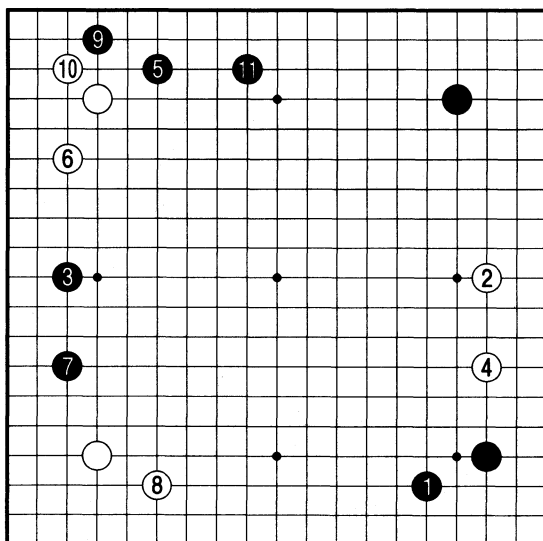
Dia. 14. An even result

Black could also answer White 1 with a pincer at 2. White 3 is now the key point. Next, White 7 against Black 6 is also a good move. The result to White 19 is even.

Pattern 42. A Small Knight's Enclosure

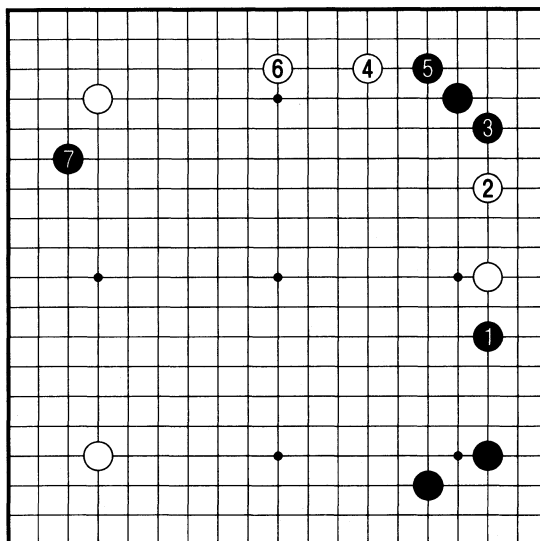


After the sequence to White 4, Black makes a corner enclosure with 5, aiming to control the direction of the game. White will next split the right side. Let's discuss the variations after Black 5.



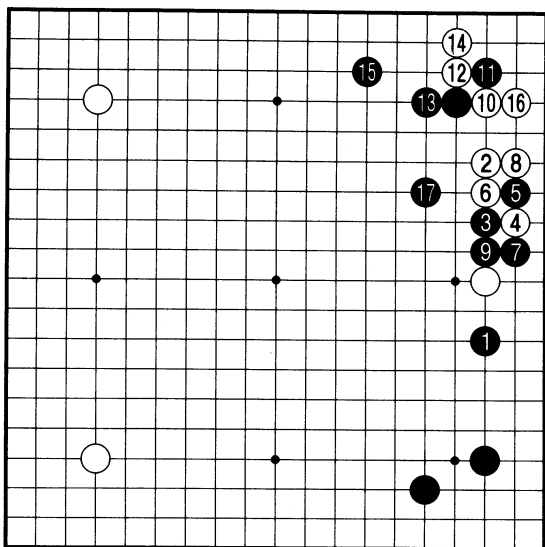
Dia. 1. A close game

Splitting the right side with White 2 is a natural continuation. Next, Black also splits the left side with 3, another natural move that aims at a close game. The sequence to Black 11 is a standard opening.



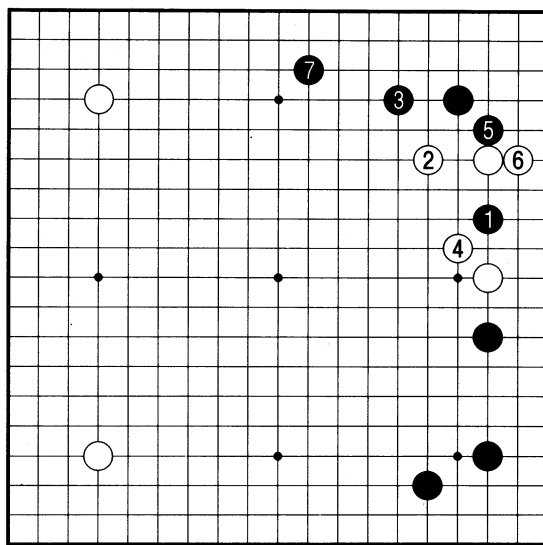
Dia. 2. Checking extension

The extension to Black 1 is another strategy. White's two-space extension to 2 is a fast-paced move. The sequence to Black 7 can be expected. White is developing more quickly than Black, but his stones are a bit weak.



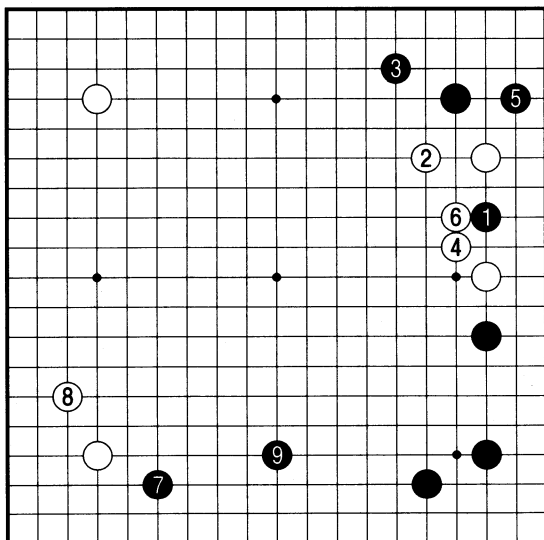
Dia. 3. A variation for Black

Against Black 1, White's three-space extension to 2 is usual, but it invites a black invasion at 3. The sequence to Black 17 is a basic pattern. This is an even result.



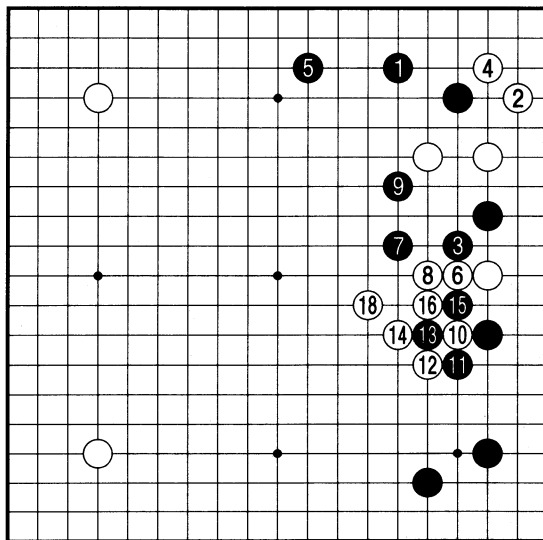
Dia. 4. An even result

Against Black's invasion at 1, White's one-space jump to 2 and the diagonal move of 4 are also possible. The sequence to Black 7 is another basic pattern.



Dia. 5. Black is developing quickly.

After the exchange of Black 1 for White 2, Black 3 is another strategy. If White answers with 4, Black 5 is a good move, forcing White 6. With the sequence to 9, Black is developing more quickly than White.



Dia. 6. White's resistance

Against Black 1, resisting with White 2 is natural. Next, Black 3 and White 4 are powerful moves. The result to White 16 is even.

A 10x10 grid with 10 numbered points. The points are distributed as follows:

- Point 1: Black circle at (8, 1)
- Point 2: White circle at (9, 5)
- Point 3: Black circle at (9, 4)
- Point 4: White circle at (10, 6)
- Point 5: Black circle at (8, 9)
- Point 6: White circle at (1, 9)
- Point 7: Black dot at (5, 1)
- Point 8: White dot at (2, 5)
- Point 9: Black dot at (5, 5)
- Point 10: White dot at (1, 1)

The diagram shows a 15x15 Go board with a sequence of 15 numbered moves. The stones are numbered as follows:

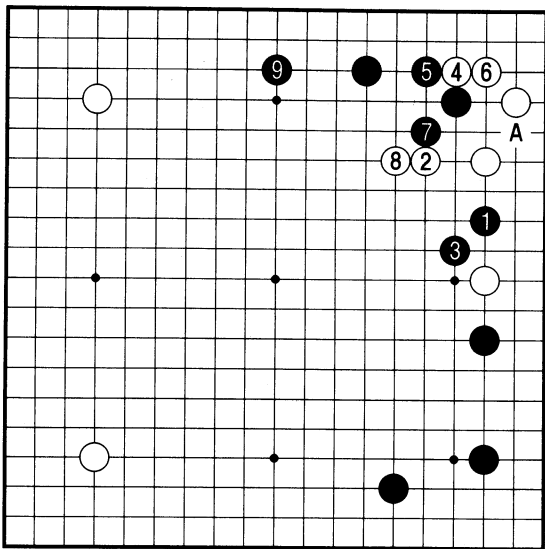
- White stones: 2, 4, 6, 8, 10, 12, 14
- Black stones: 1, 3, 5, 7, 9, 11, 13, 15

The sequence of moves is as follows:

- Black 1: (10, 10)
- White 2: (10, 11)
- Black 3: (10, 12)
- White 4: (10, 13)
- Black 5: (10, 14)
- White 6: (10, 15)
- Black 7: (11, 15)
- White 8: (12, 15)
- Black 9: (13, 15)
- White 10: (14, 15)
- Black 11: (15, 15)
- White 12: (15, 14)
- Black 13: (15, 13)
- White 14: (15, 12)
- Black 15: (10, 10)

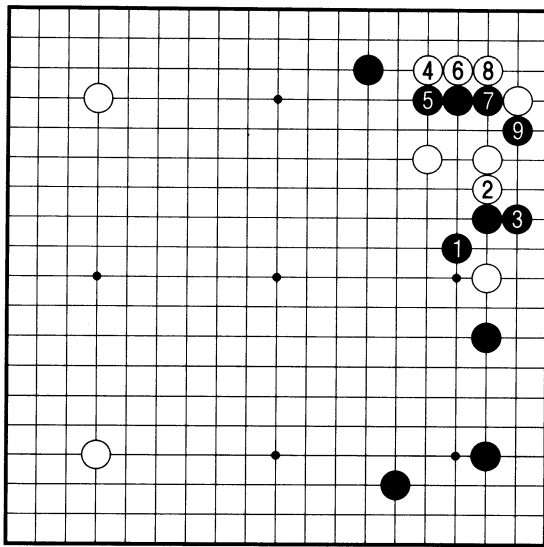
A 10x10 grid with points labeled A, B, and numbered points 1-4. Point A is at (10, 9) and point B is at (10, 10). Point 1 is at (7, 9), point 2 is at (9, 8), point 3 is at (8, 8), and point 4 is at (9, 7). There are also several other points: (1, 5), (1, 9), (3, 5), (3, 9), (5, 5), (5, 9), (7, 5), (7, 9), (8, 5), (8, 6), (8, 7), (9, 5), (9, 6), (9, 9), and (10, 6).

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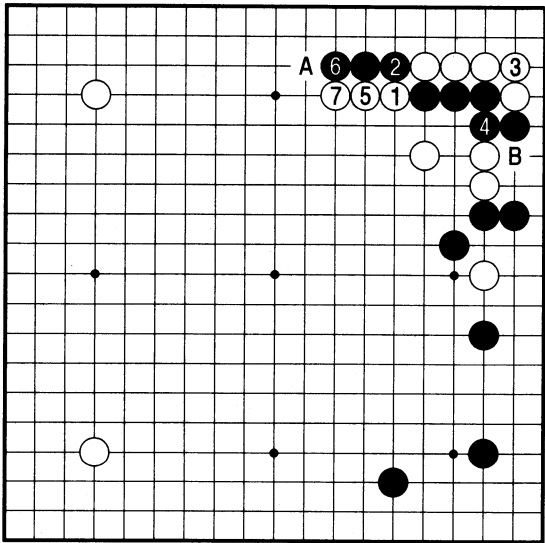
Dia. 3. Black's invasion

After White 2 in *Dia. 2*, Black's invasion at 1 is natural. White 2 and 4 are a basic sabaki tesuji. The sequence to Black 9 can now be expected. This result is satisfactory for Black because sooner or later he can aim at White's weakness at A.



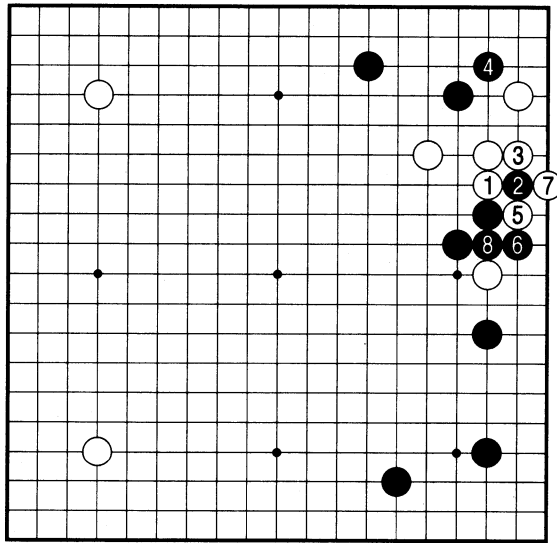
Dia. 4. A variation for White

Against Black's diagonal move at 1, bumping against the black stone with White 2 is also possible. If Black answers with 3, White invades at 4. The sequence to Black 9 is forced. Next —



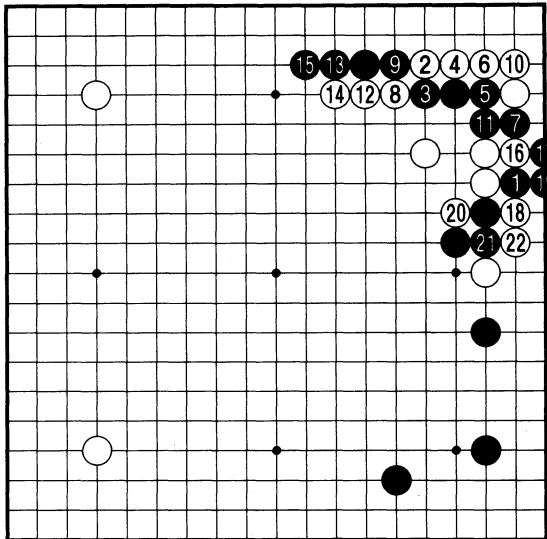
Dia. 5. Black is in trouble.

White's hane at 1 is another special tactic. If Black cuts with 2, the sequence to White 7 is inevitable. Next, White A and B are miai; Black is in bad trouble.



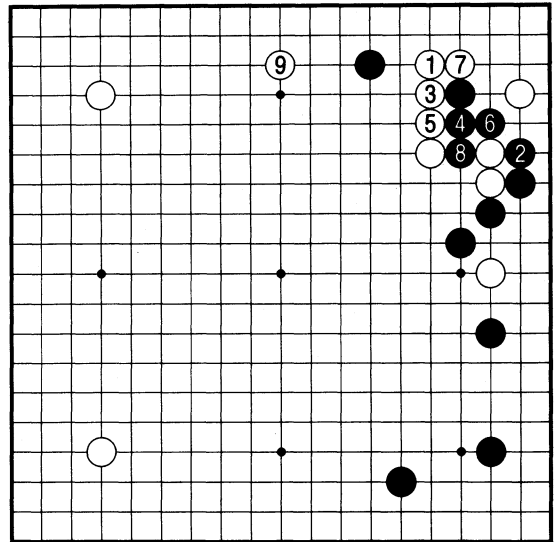
Dia. 6. Black's resistance

Black's hane at 2 is an interesting way to counter White 1. If White answers with 3, Black can keep the corner with 4. The result to 8 is good for Black. However —



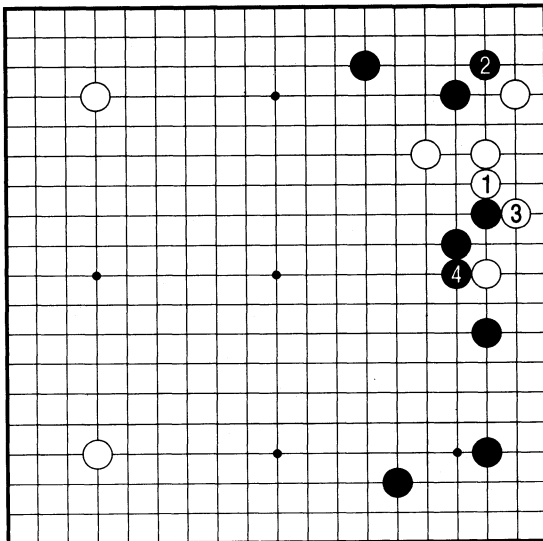
Dia. 7. Satisfactory for White

Against the hane of Black 1, White's invasion at 2 is a good move. If Black resists with 3, after the sequence to Black 7, White's hane at 8 is an excellent move. After White 22, Black is in trouble.



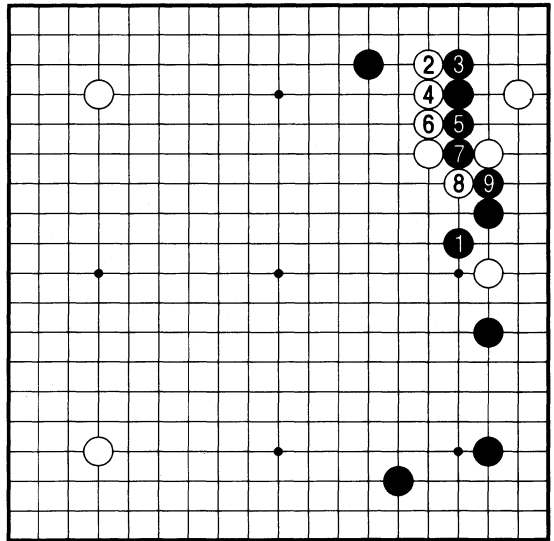
Dia. 8. Sufficient for White

After White invades with 1, Black pushes with 2 to avoid the result in *Dia. 7*. However, the result to 9 is good for White.



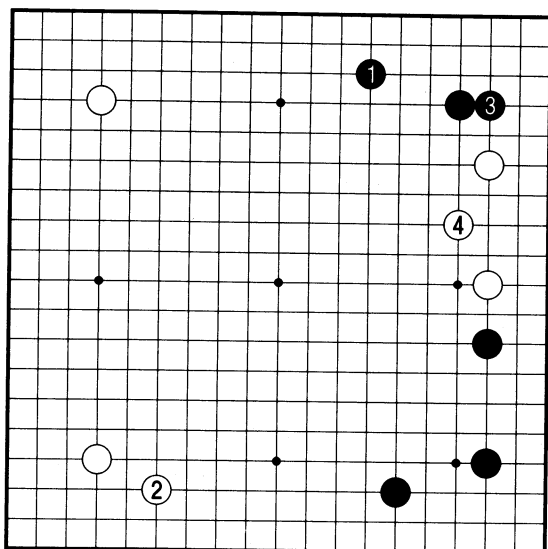
Dia. 9. The correct answer for Black

Securing the corner with Black 2 is the correct response to White 1. If White hanes with 3, Black pushes down with 4. Black gets a thick position.



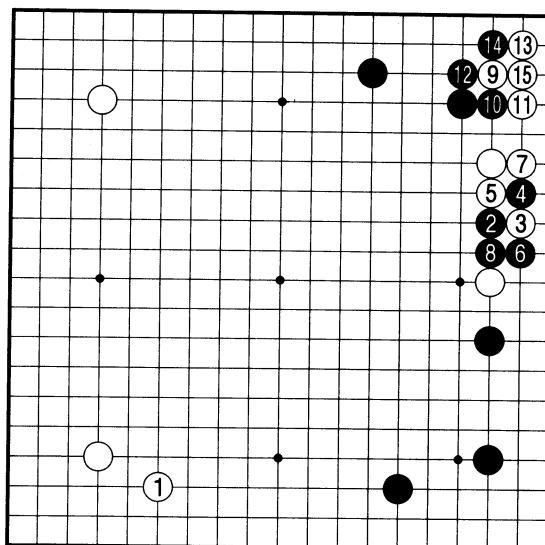
Dia. 10. Unreasonable for White

Against Black's diagonal move at 1, the invasion of White 2 is unreasonable. Black 3 to 9 are powerful moves. This is an excellent result for Black.



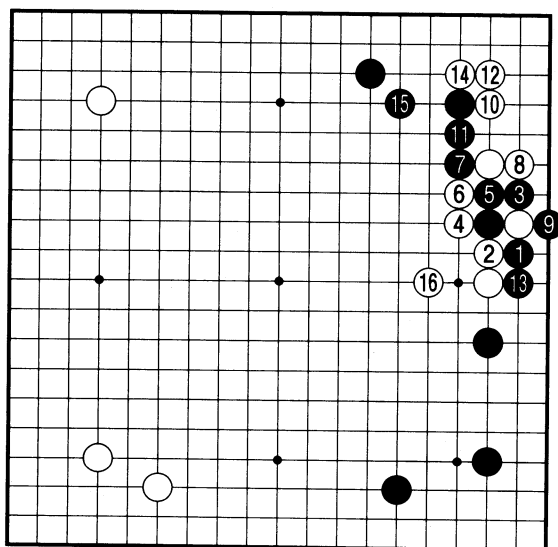
Dia. 11. A commonsense move

Against Black 1, White's best move is to play elsewhere; for example, at 2 in the lower left corner. If Black continues with 3, White settles his stones with 4. This result is playable for White.



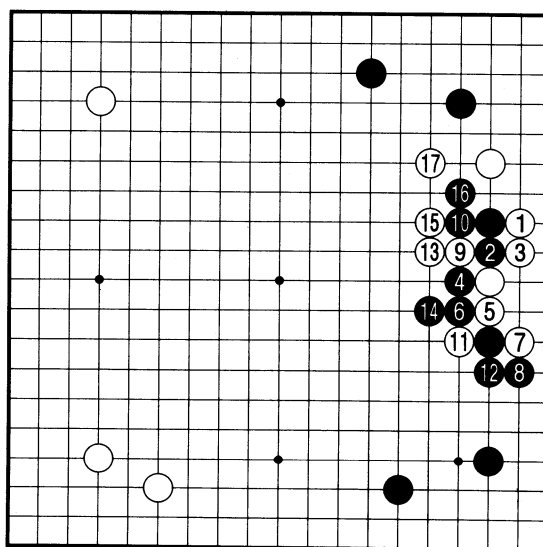
Dia. 12. A black invasion

If White plays elsewhere, invading with Black 2 is natural. Against White 3, the hane of Black 4 is the correct direction. The sequence to White 15 is a basic joseki. This is an even result.



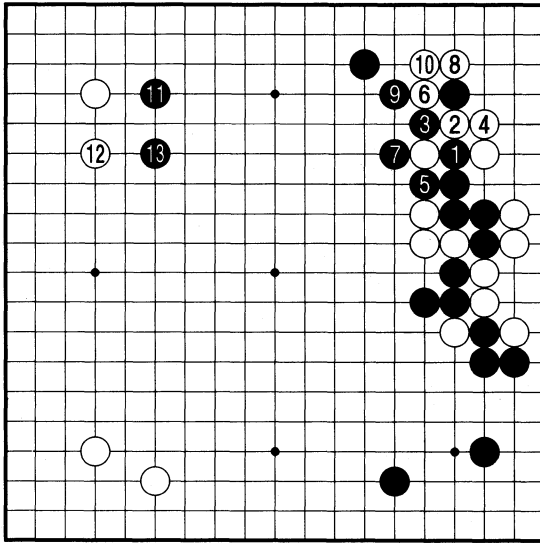
Dia. 13. Satisfactory for White

The hane of Black 1 is the wrong direction. After the sequence to Black 9, White's attachment at 10 is an excellent tesuji. The result to White 16 is better for White.



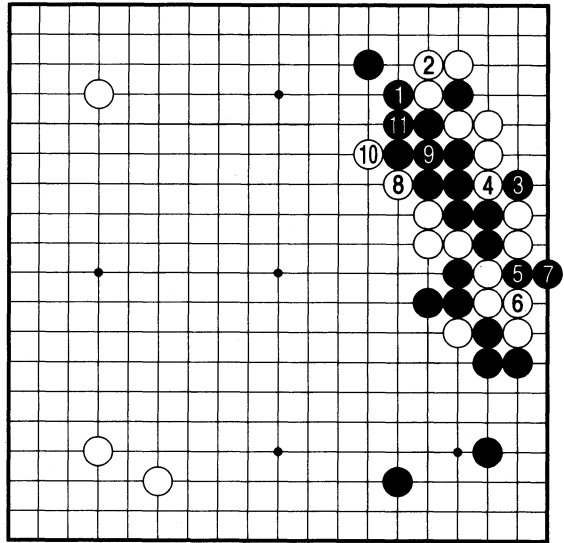
Dia. 14. A powerful move

Against White 1 and 3, Black 2 and 4 are powerful moves. The sequence to White 17 is forced. Next —



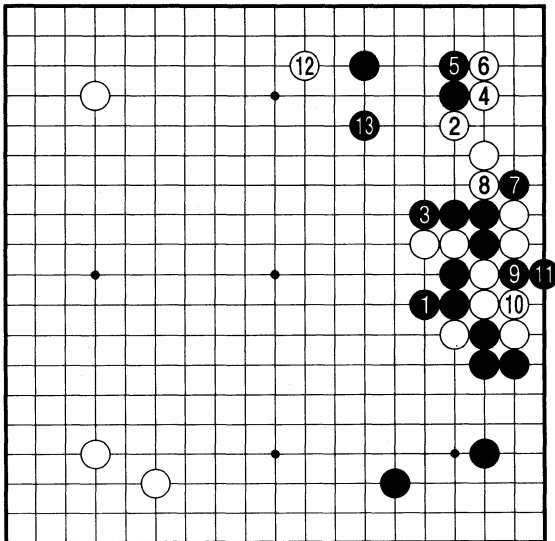
Dia. 15. Black is thick.

Black tries to escape with the sequence to 9, but up to 10 White takes a lot of territory in the corner. On the other hand, Black 11 and 13, expanding the territory at the top, are good moves. Black's thickness is better than White's territory.



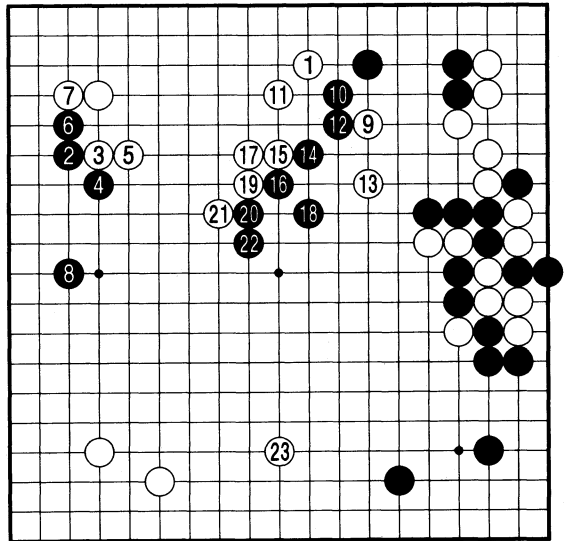
Dia. 16. A variation for Black

If Black doesn't like *Dia. 15*, he can take the territory on the right side with 3 to 7. However, White's ataris at 8 and 10 are very painful for Black.



Dia. 17. A variation for White

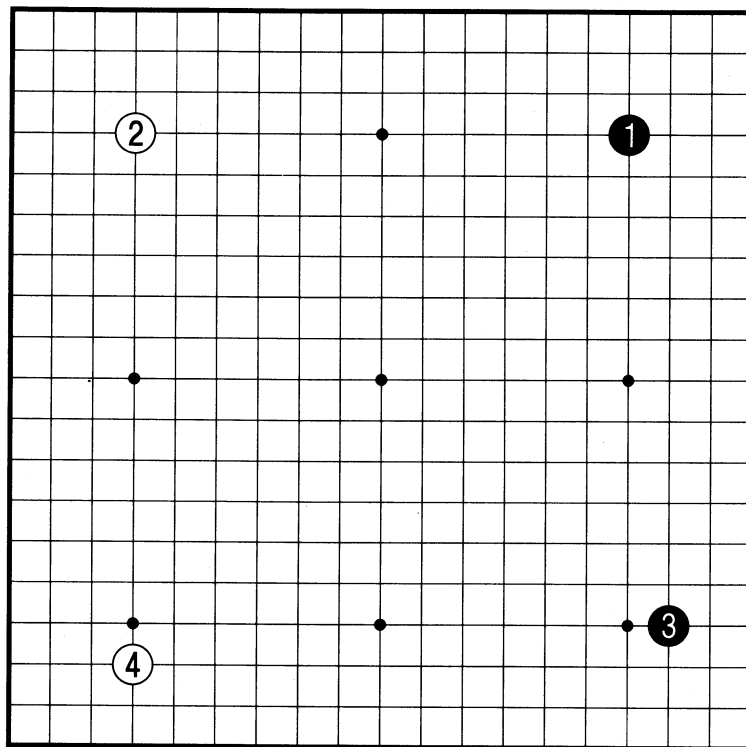
After Black makes an empty triangle with 1 (14 in *Dia. 14*), the diagonal attachment of White 2 is also possible. It is only natural for Black to resist with 3. The sequence to Black 13 can be expected, and it is playable for both sides.



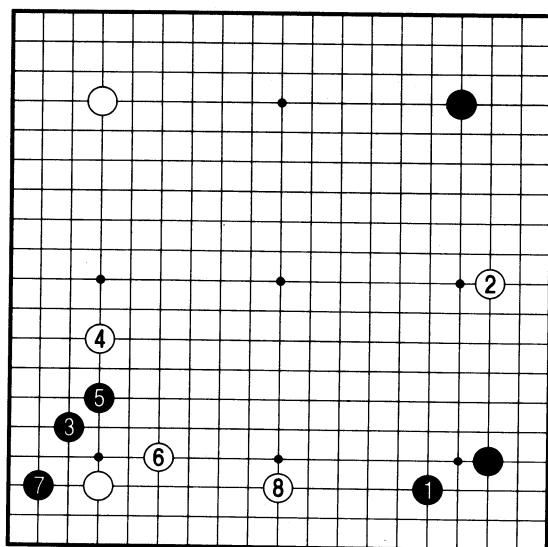
Dia. 18. Good for White

Ignoring White 1 (12 in *Dia. 17*) and switching to the left side with Black 2 is not good. After the sequence to Black 8, White 9 is an excellent cap. The sequence to White 23 can be expected. This result is good for White.

Pattern 44. A Star Point and a 3-4 Point Combination

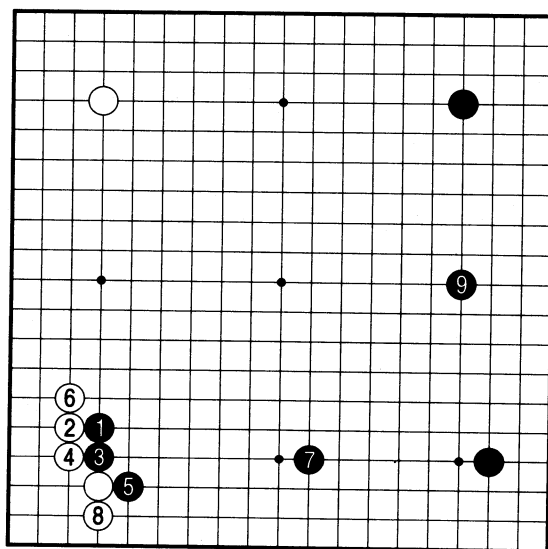


Against Black 1 and 3, White also plays on a star point and a 3-4 point. Black now wants to approach the bottom left corner. Let's discuss the variations after White 4.



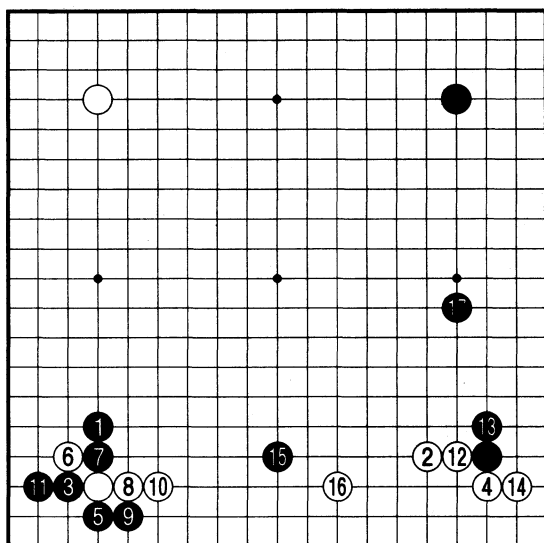
Dia. 1. A common opening

Making a corner enclosure with Black 1 is one possible strategy. The sequence to White 12 is a basic joseki. This is an even result.



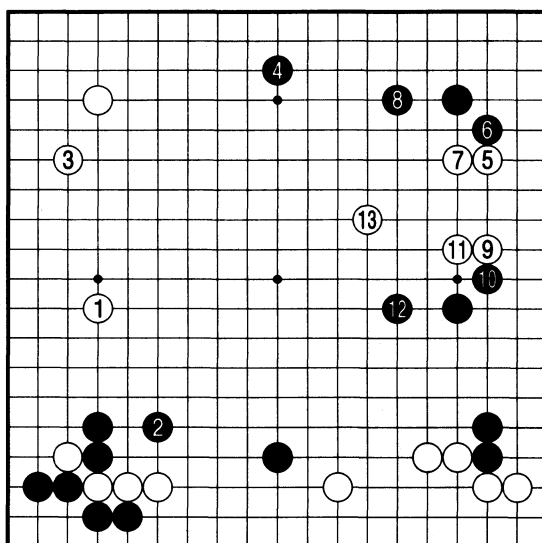
Dia. 2. A positive idea

Black's high approach at 1 is a good probe. If White attaches with 2, the sequence to Black 7 is natural. If White descends to 8, Black extends to 9. Black's position is more dynamic than White's.



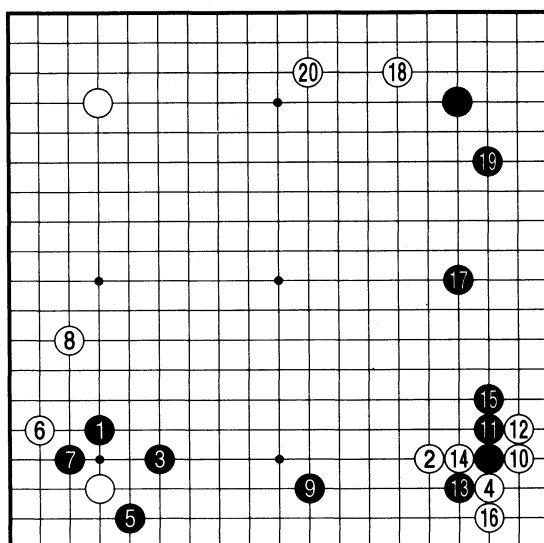
Dia. 3. Variation for White

If White doesn't like the result in *Dia. 2*, he can answer Black's approach at 1 by approaching the stone in the lower right corner with 2. After Black attaches with 3, the sequence to Black 17 can be expected. Next —



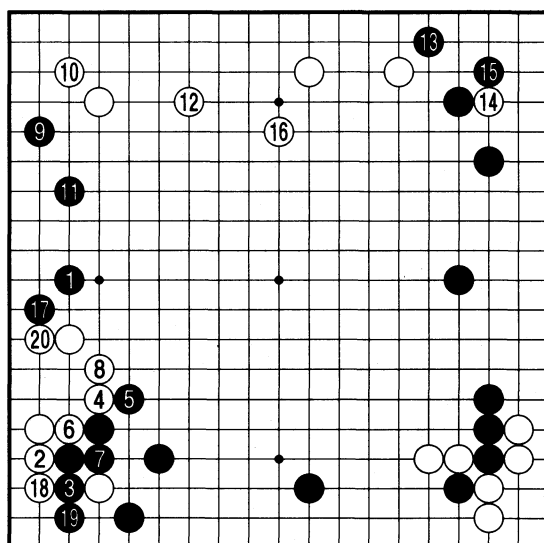
Dia. 4. Continuation

White 1 and 3 emphasize the upper left side. Black 4 is also big. The sequence to White 13 can be expected. This is an even result.



Dia. 5. A variation for Black

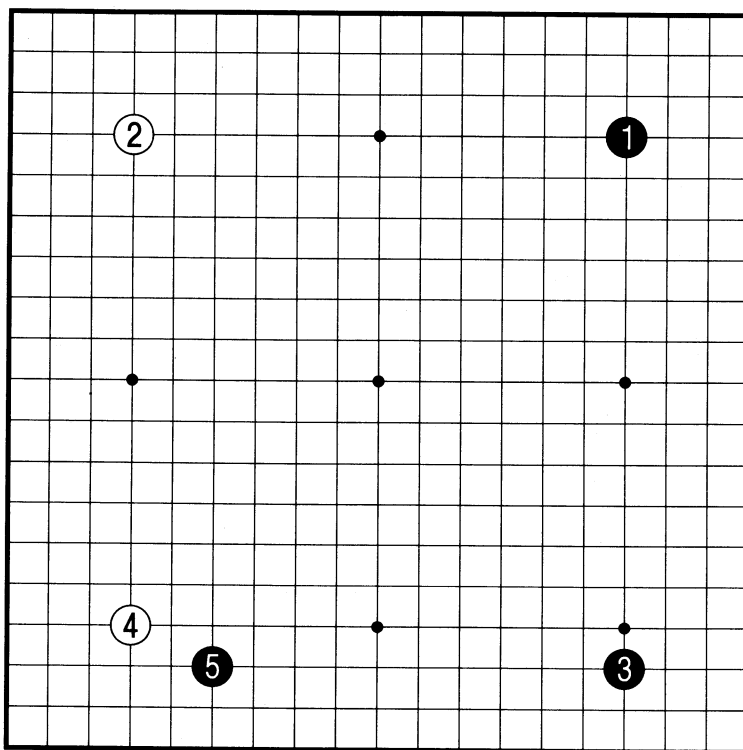
After White 2, the knight's move of Black 3 is also possible. White attaches with 4, and White 6 and 8 are a light way of playing. After White 20 —



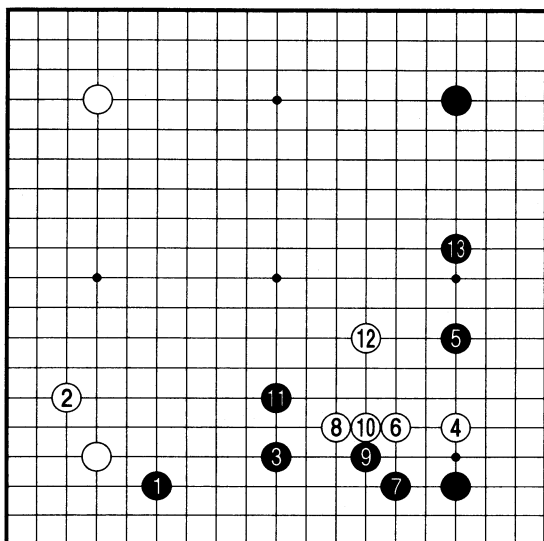
Dia. 6. An even result

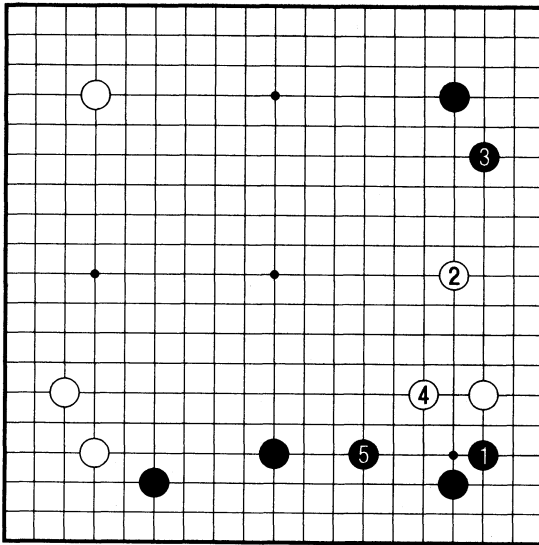
Black 1 aims to take the advantage of White's thin position on the left side. White 2 to 8 is a good way to settle these stones. Next, the sequence to White 20 can be expected. This is an even result.

Pattern 45. The Kobayashi Opening



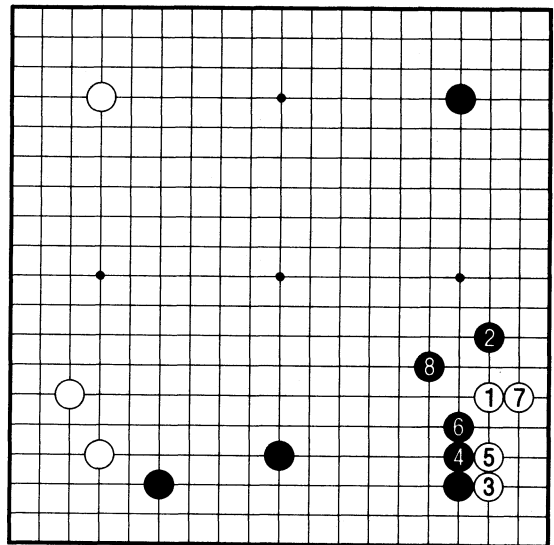
Instead of making a corner enclosure on the right side, Black approaches with 5. This move focuses on the bottom. Let's study the variations after Black 5.





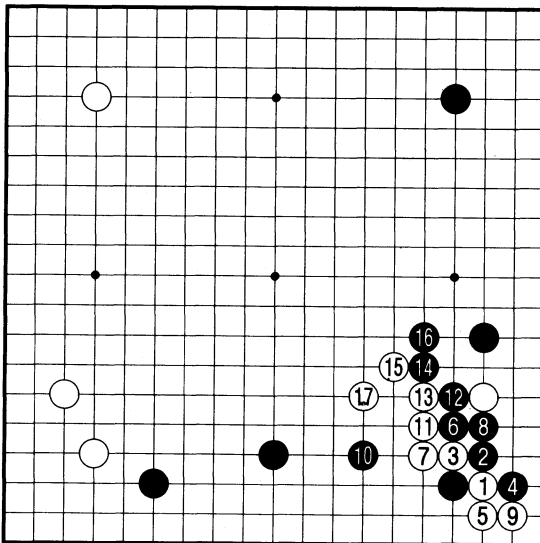
Dia. 3. A variation for White

Against Black's diagonal enclosure at 1, White can also make a wider extension to 2. If Black encloses the corner with 3, White's one-space jump to 4 is a good move. Next, White stakes out the territory at the bottom with 5. This is also an even result.



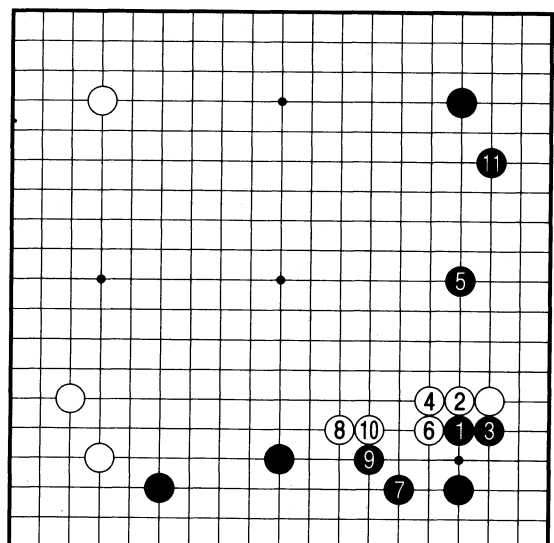
Dia. 4. A basic joseki

Against White's approach at 1, the pincer of Black 2 is also possible. The attachment of 3 is the key point for White to settle his stones. The sequence to Black 8 is a basic joseki.



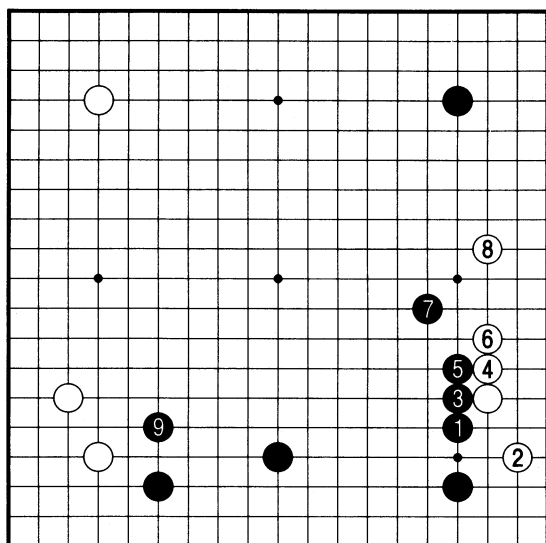
Dia. 5. White is thick.

Answering White's attachment at 1 with the hane of Black 2 is questionable. The sequence to White 17 can be expected. White's stones have become thick. Still, Black can live with this result.



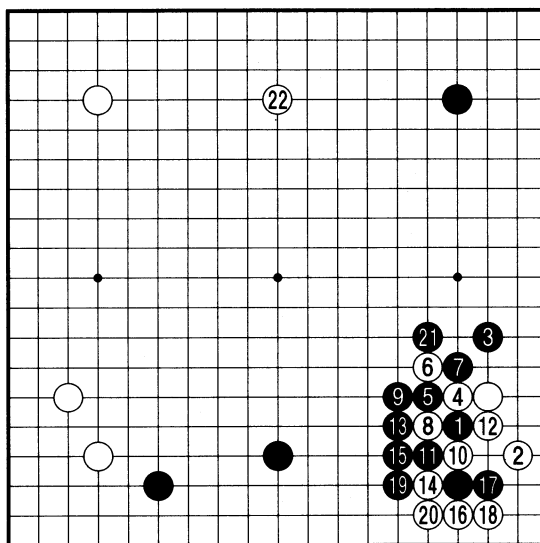
Dia. 6. A basic pattern

Black's shoulder hit at 1 is another possibility. This move emphasizes the bottom. The sequence to Black 11 is a basic opening pattern. This is an even result.



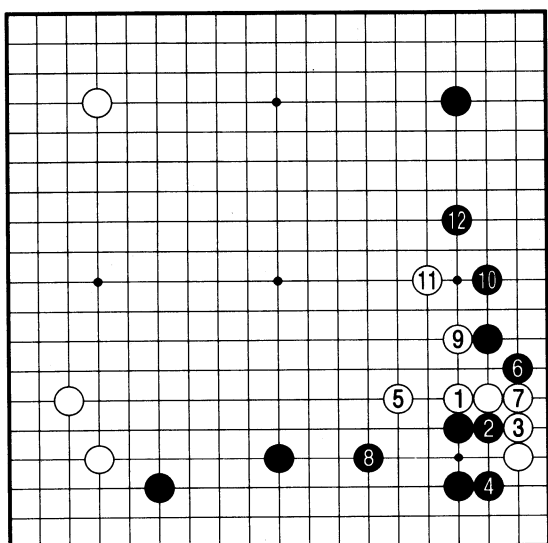
Dia. 7. A variation for White

The knight's move of White 2 is a variation that is often played against the shoulder hit of Black 1. The sequence to Black 9 is a natural continuation. In this variation, White gets territory while Black gets influence.



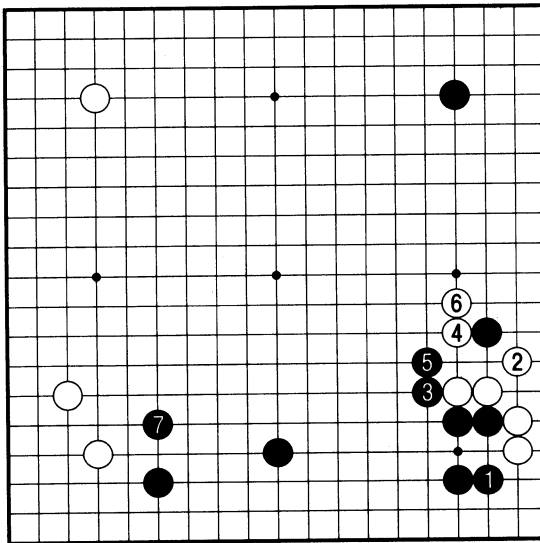
Dia. 8. A questionable cut

After the exchange of 1 for White 2, the pincer of Black 3 is one possible strategy. Black's cut at 7 focuses on the center, but it is a dubious move. The sequence to White 22 can be expected. However, Black's influence is a bit over-concentrated, and his territory at the bottom is open.



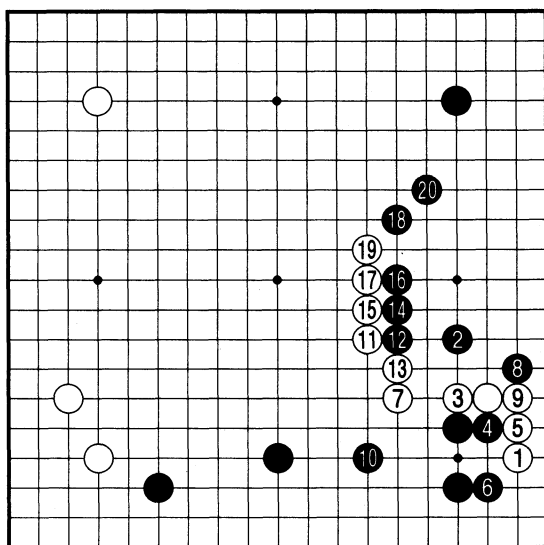
Dia. 9. Another possible strategy

After White 1, Black can exchange 2 for White 3. Next, the bamboo joint of Black 4 is the correct move. The sequence to Black 12 is one continuation. This opening is playable for both sides.



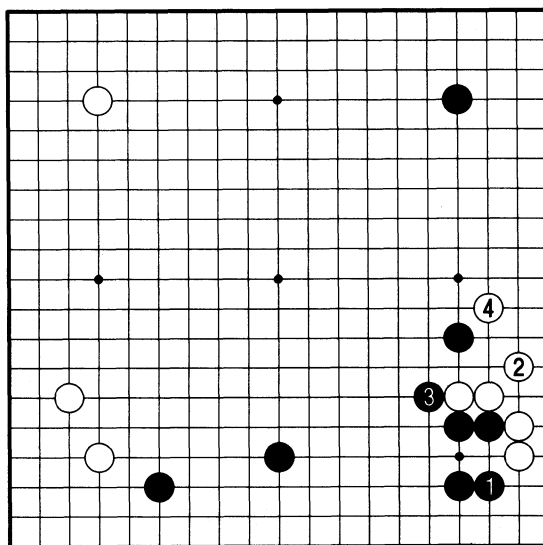
Dia. 10. An even opening

Against Black 1, White can also make a diagonal connection at 2. The sequence to Black 7 is a natural continuation. This is also an even result.



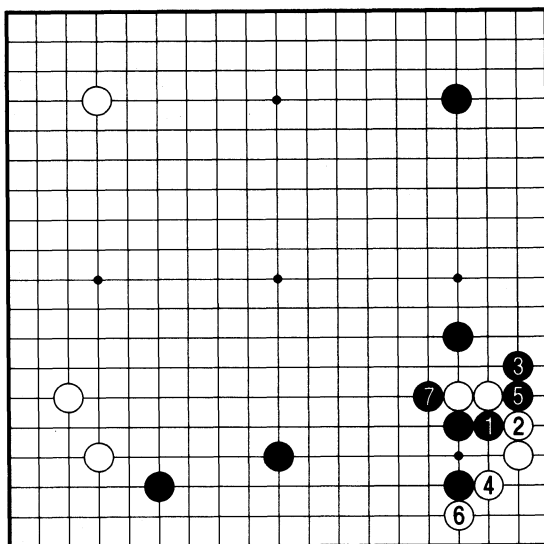
Dia. 11. Black is ahead.

Black's high pincer at 2 is also a possible strategy. The sequence to Black 20 is one variation. However, this result is good for Black, because he has played on both sides.



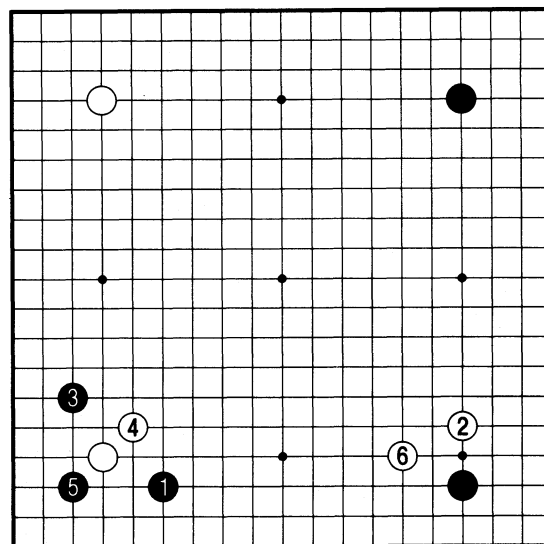
Dia. 12. An even result

Against Black 1 (6 in *Dia. 11*), the diagonal connection of White 2 is the correct move. When Black hanes at 3, White 4 is the key point. This sequence is playable for both sides.



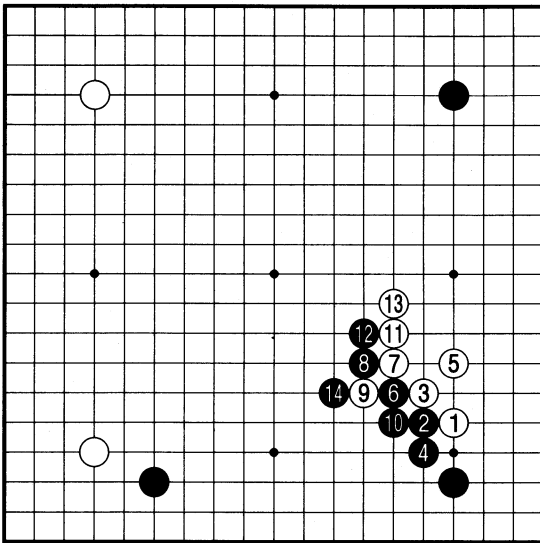
Dia. 13. A variation for Black

After the exchange of Black 1 for White 2, Black's peep at 3 is also possible. Instead of connecting, White's diagonal attachment at 4 is the key point. The sequence to Black 7 is playable for both sides.



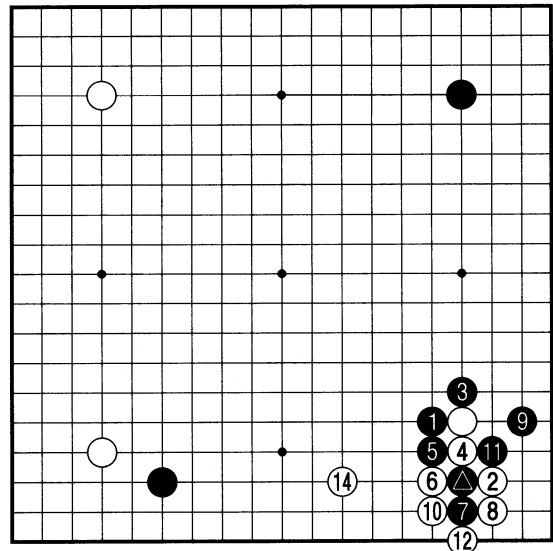
Dia. 14. White's resistance

Against Black's approach at 1, White makes his own approach with 2. This move aims to prevent Black from playing the Kobayashi opening. The sequence to the knight's move of White 6 is natural. This is also an even result.



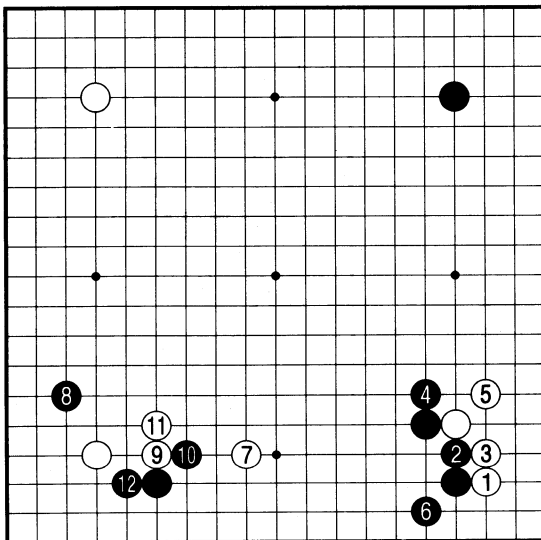
Dia. 15. Satisfactory for Black

Against White's approach at 1, Black's attachment at 2 is the key point. The sequence to Black 14 is a basic joseki, but this result is better for Black.



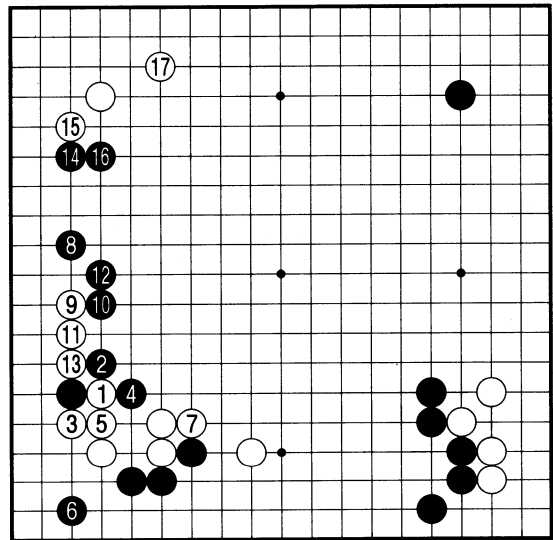
Dia. 16. White's resistance

Answering Black's attachment at 1 with an attachment at White 2 is the correct move. If Black hanes at 3, White 4 and 6 are good moves. The result to 14 is good for White, because 14 is also attacks the lone black stone at the bottom, so it is working efficiently. (Black 13 is played at the marked stone.)



Dia. 17. Black's choice

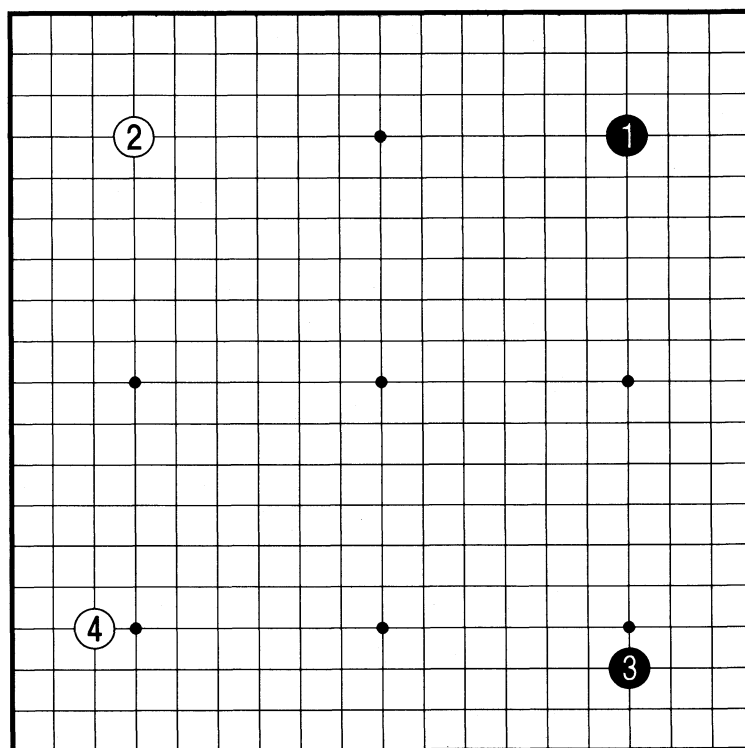
Answering White 1 with Black 2 and 4 is the correct way to respond. The sequence to Black 12 is a natural continuation. Next —



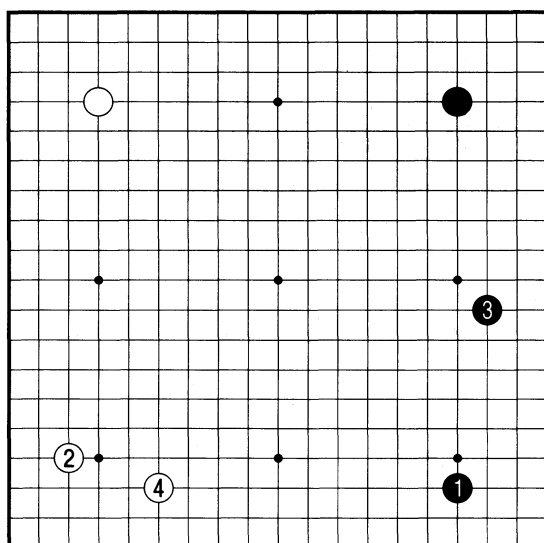
Dia. 18. An even result

Attaching with 1 and blocking with 3 are the key points for White to settle his stones. The sequence to White 17 is one possible continuation. This is an even result.

Pattern 46. Avoiding the Chinese Opening

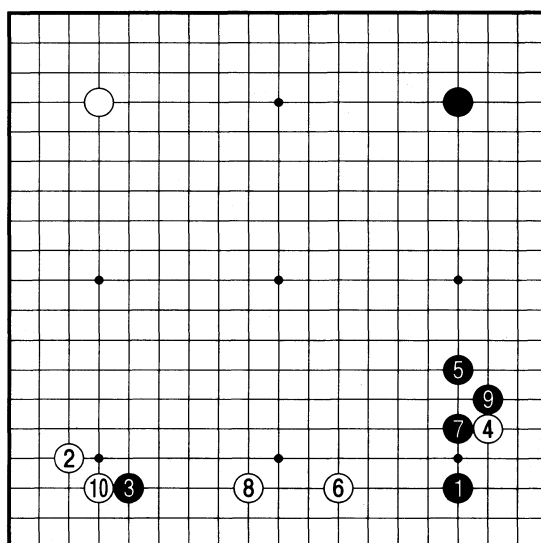


When White plays 4, Black cannot expect to get a good result by setting up a Chinese opening. Let's study the meaning of this move and the variations that arise from it.



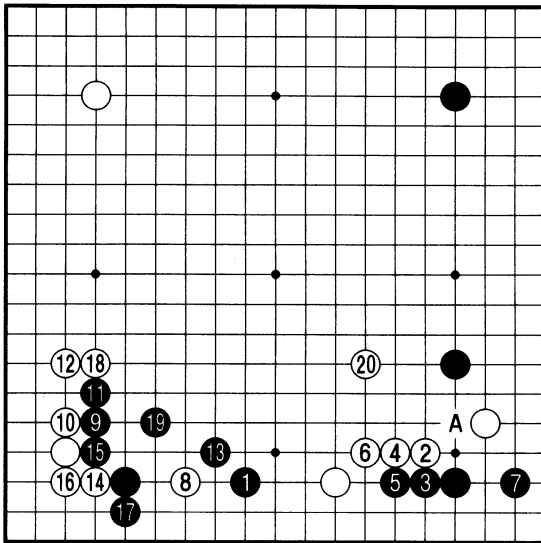
Dia. 1. Easy for White

Playing the Chinese opening with Black 3 is questionable in this position. White's large knight's corner enclosure at 4 becomes an excellent move. Black's influence is considerably limited by this enclosure.



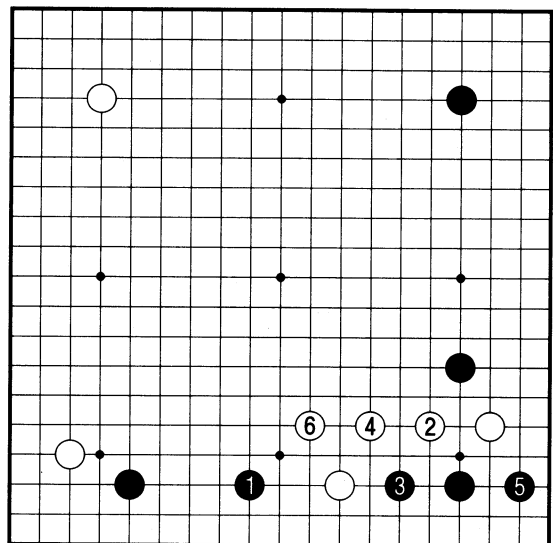
Dia. 2. An even result

After the exchange of Black 1 for White 2, Black's approach at 3 is normal in this position. White now approaches with 4. If Black pincer at 5, White 6 is a special tactic. The sequence to White 10 can be expected for an even result.



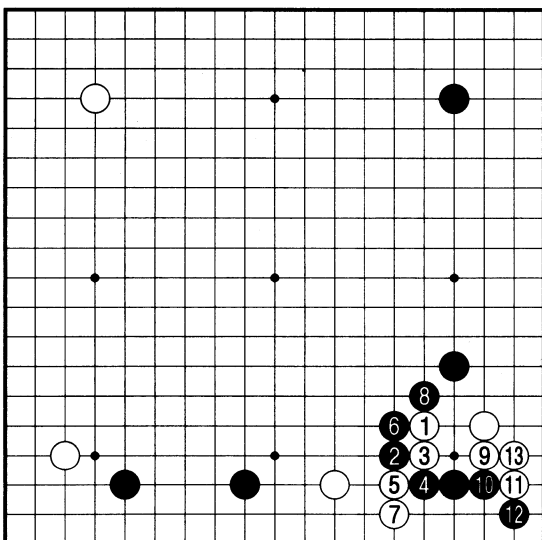
Dia. 3. A variation for Black

Instead of 7 in *Dia. 2*, Black could also extend to 1. If White presses at 2, living in the corner with Black 3 to 7 is the key point. The sequence to White 20 can be expected. Black can next aim at White's weakness at A. This result is slightly favorable for Black.



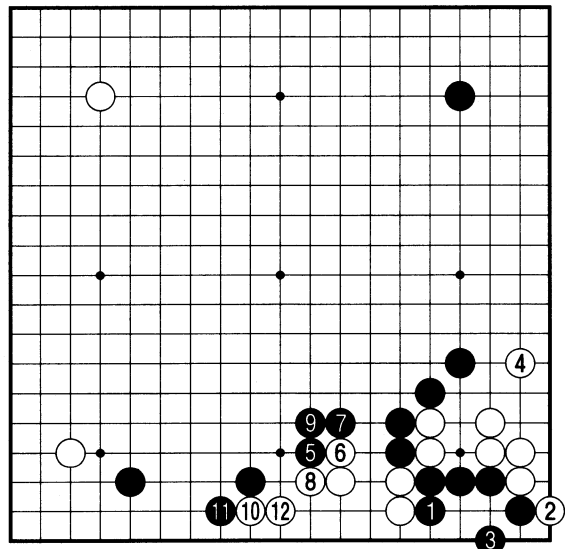
Dia. 4. White's resistance

The one-space jump to 2 indicates that White is aware of the weakness at A in *Dia. 3*. Answering Black 3 by blocking at White 4 is good. The result to 6 is good for White.



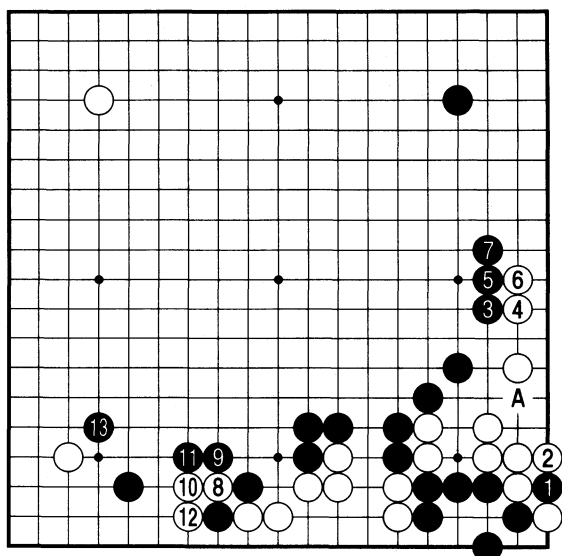
Dia. 5. A powerful move

Answering White 1 with the knight's move of Black 2 is the correct way to play. White 3 and 5 are powerful moves, but questionable in this position. The sequence to White 13 is forced. Next —



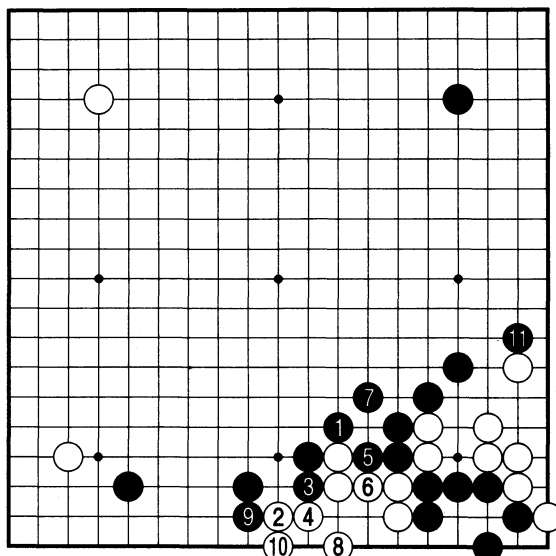
Dia. 6. An unavoidable continuation

After the exchange of Black 1 for White 2, Black's diagonal connection at 3 is a good move. The sequence to White 12 can be expected. This result seems to be bad for Black, but —



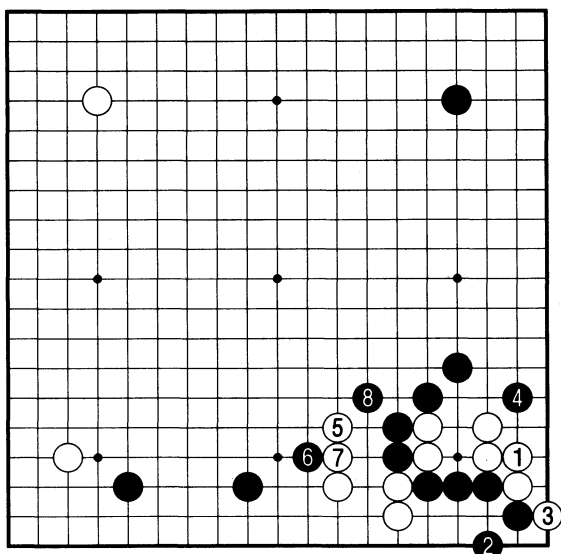
Dia. 7. Satisfactory for Black

Black has the throw-in tesuji of 1 up his sleeve. If White captures with 2, pressing the white stones against the edge with Black 3 and 5 is the correct way to play. The sequence to Black 13 can be expected. Black's influence is better than White's territory. Later, Black can use the aji of the ko by attaching at A.



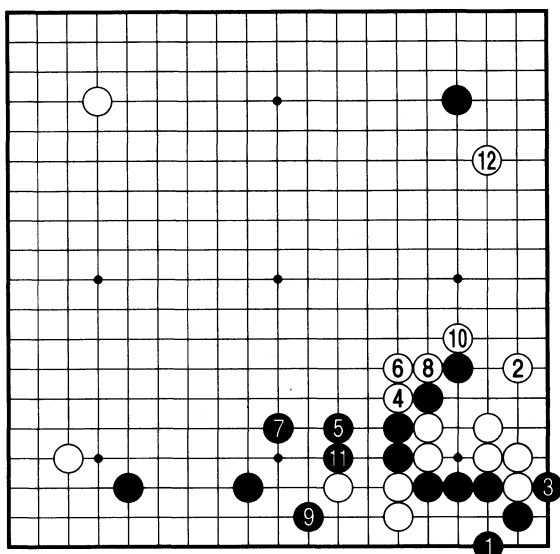
Dia. 8. Black is ahead.

Against Black 1 (7 in *Dia. 6*), the knight's move of White 2 is the best answer locally. White can live at the bottom with the sequence to 10, but Black's attachment at 11 is a powerful move. This result is also good for Black.



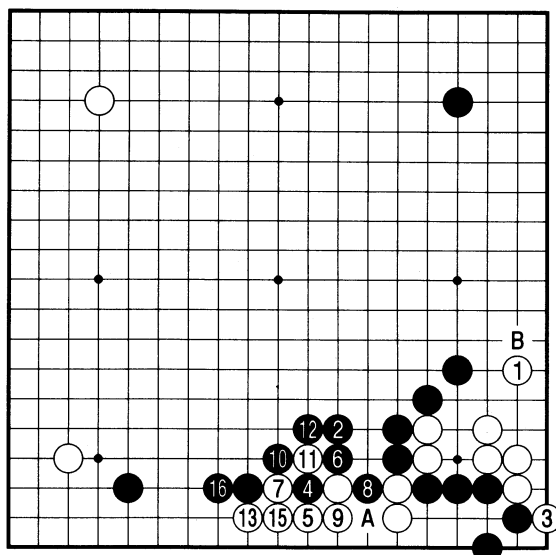
Dia. 9. A variation for Black

When White connects at 1 (13 in *Dia. 5*), Black's diagonal connection at 2 is also a possible move. Black can then attack with the knight's move of 4. This is the key point. The sequence to Black 8 can be expected. This result is good for Black, because the ko in the corner leaves some aji.



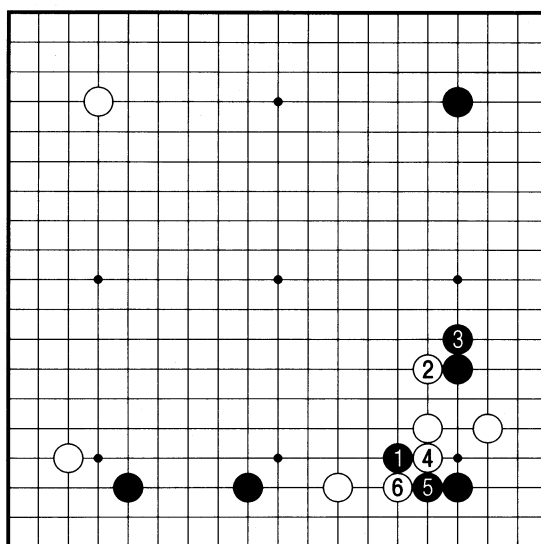
Dia. 10. Sufficient for White

Against Black 1, the knight's move of White 2 is also possible. However, the hane of Black 3, making life for his stones in the corner, is a dubious move. The cut of White 4 is painful for Black. With the sequence to 12, White is developing more quickly than Black.



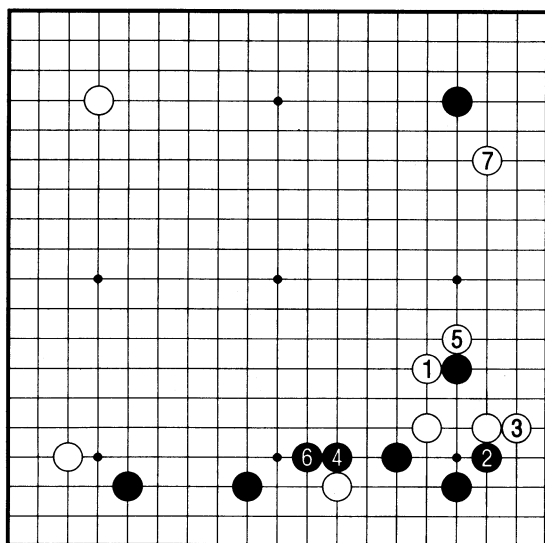
Dia. 11. A powerful move

Against the knight's move of White 1, Black 2 is a powerful move in this position. If White hanes with 3, Black can attach with 4. After the sequence to Black 16, A and B are miai for Black.



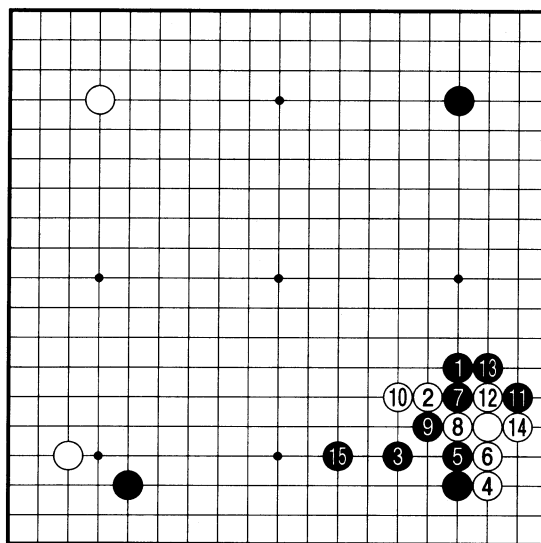
Dia. 12. A variation for White

Against Black 1, White can't get a good result by immediately cutting, so he first makes a probe with the attachment of 2. If White falls back with 3, cutting through with White 4 and 6 is good. The fight that follows will be favorable for White.



Dia. 13. Best for both sides

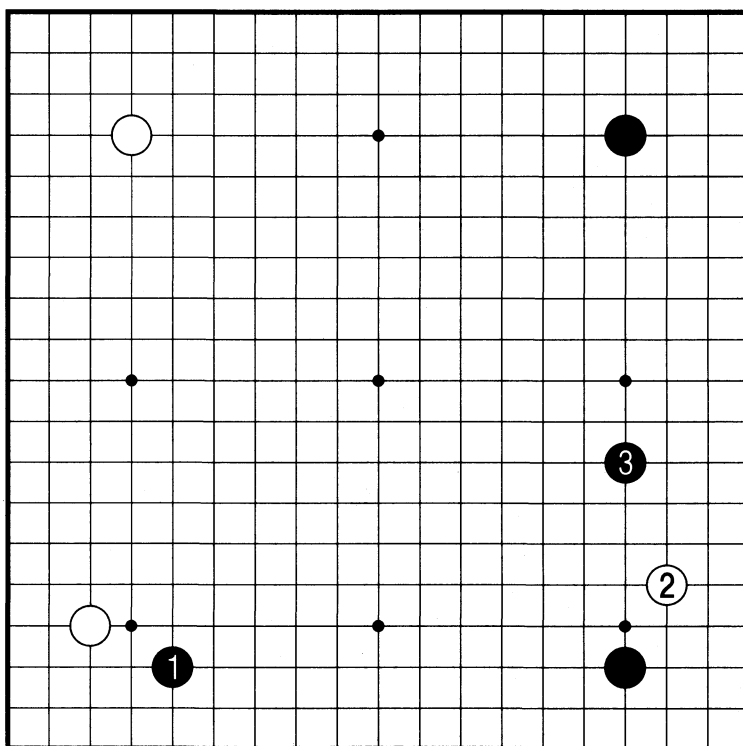
Against White 1, Black 2 and 4 are the correct correct. The result to White 7 is even.



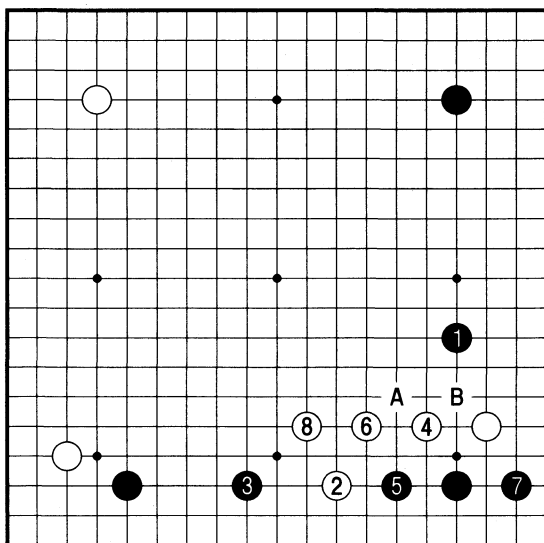
Dia. 14. Unsatisfactory for White

Against the pincer of Black 1, the knight's move of White 2 is questionable. After the exchange of Black 3 for White 4, Black 5 and 7, cutting the white stones, are very powerful moves. The sequence to Black 15 is one possible continuation. This result is good for Black.

Pattern 47. The Two-Space High Pincer

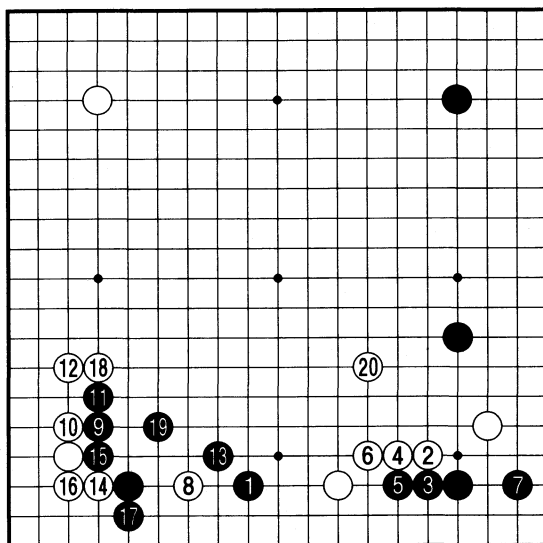


Black has played a two-space high pincer with 3. The variations here will be different from Pattern 46. Let's discuss the variations after Black 3.



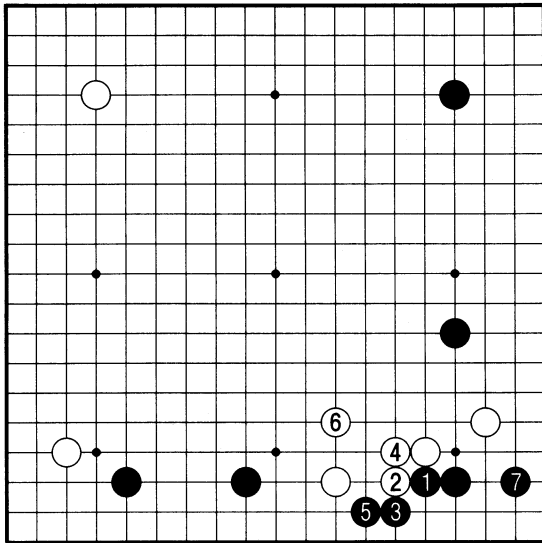
Dia. 1. Black is ahead.

White confines the black stones to the corner with the sequence to 8. However, this is not good here. Unlike the one-space pincer, Black 1 is well placed. Moreover, A and B are sente for Black. This result is good for Black.



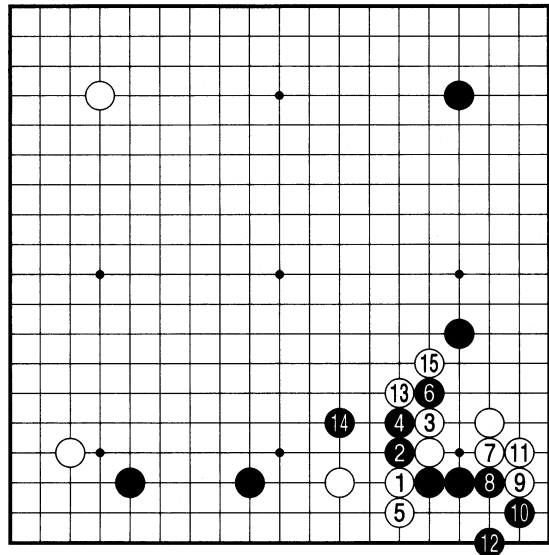
Dia. 2. A basic joseki

Against Black 1, pressing with White 2 is the best move. Black lives in the corner with the sequence to 7. Next, the sequence to Black 19 is a basic joseki. With 20, White makes shape for his stones.



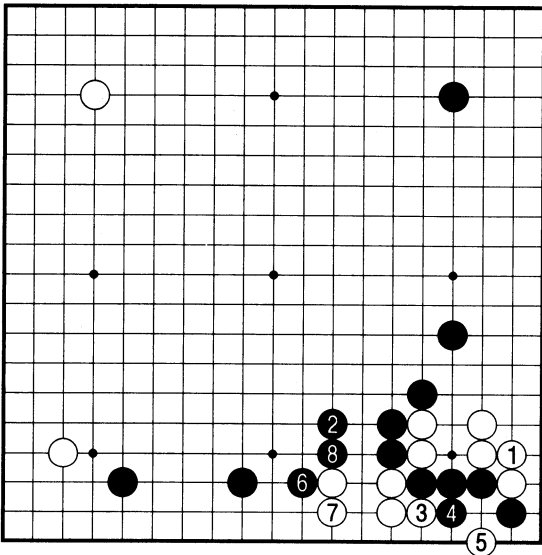
Dia. 3. Under investigation

Against Black's push at 1, the hane of White 2 has recently been investigated. The sequence to Black 7 can be expected. This is an even result.



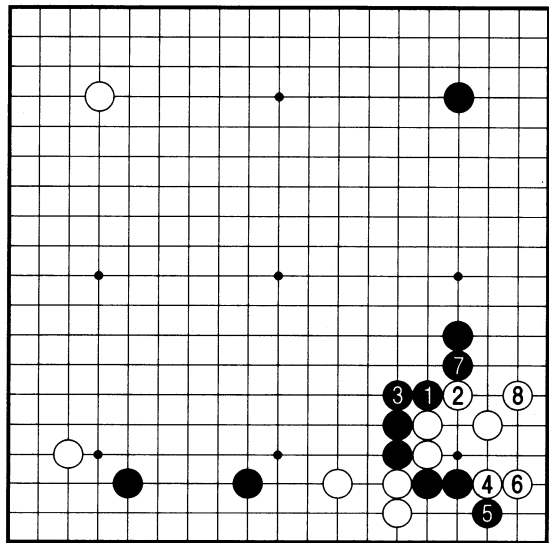
Dia. 4. A powerful move

Against the hane of White of 1, Black's cut at 2 is possible. After the exchange of White 3 for Black 4, descending to White 5 is a powerful move. The sequence to White 11 is inevitable. However, Black 12 is the wrong move. The result to 15 is good for White.



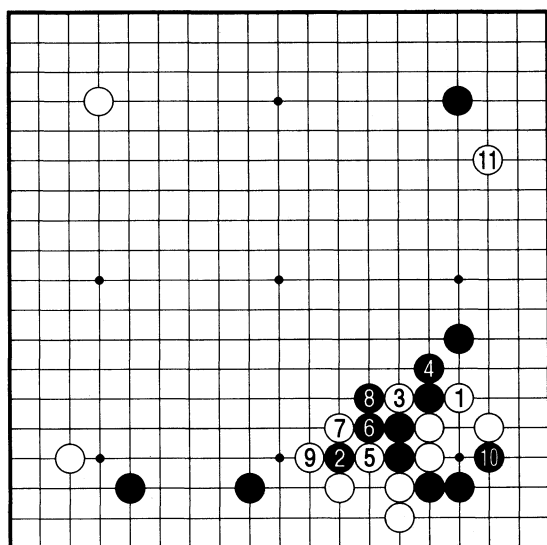
Dia. 5. The correct move for Black

Against White 1, Black 2 is the only move. White captures the black stones with 3 and 5. The sequence to Black 8 can be expected. However, the result is slightly better for White.



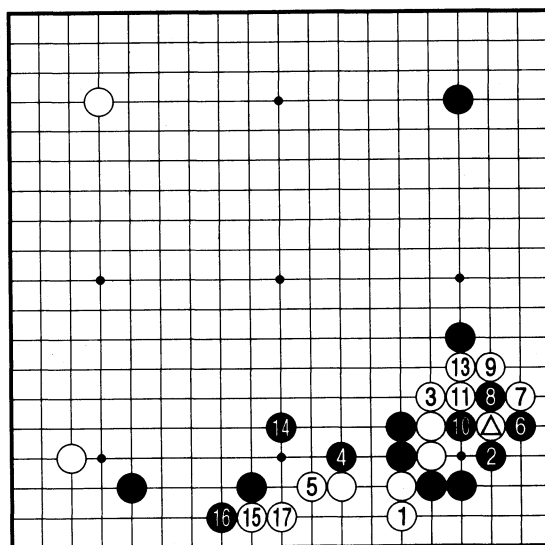
Dia. 6. A strong move for White

Answering the hane of Black 1 with the diagonal connection of White 2 is a practical move. The sequence to White 8 is the expected continuation. This result is also good for White.



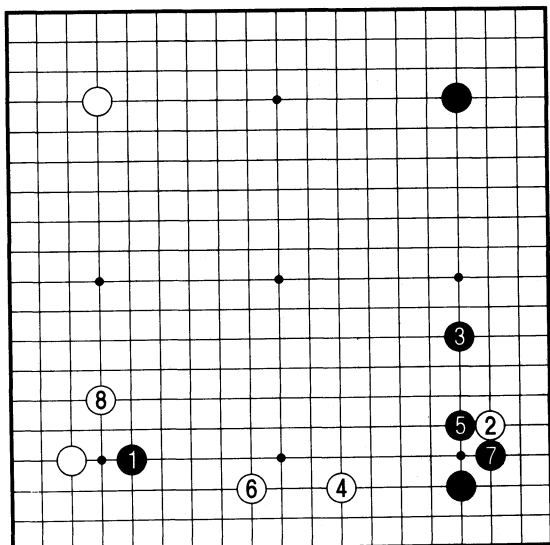
Dia. 7. A variation for Black

Against the hane of White 1, Black's attachment at 2 is another possible strategy. The sequence to White 11 is the standard continuation. However, the result is still favorable for White.



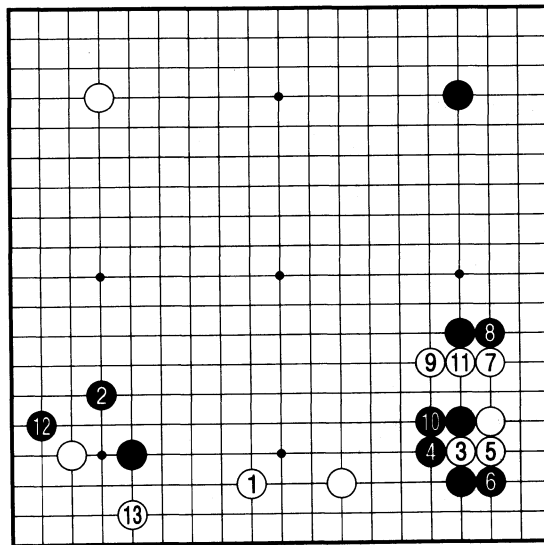
Dia. 8. Black's resistance

When White descends to 1, the diagonal attachment of Black 2 is also possible. White 3 is forced. Next, the sequence to White 17 is inevitable, but Black's stones are a bit thin. (Black 12 is played at the marked stone.)



Dia. 9. The one-space approach

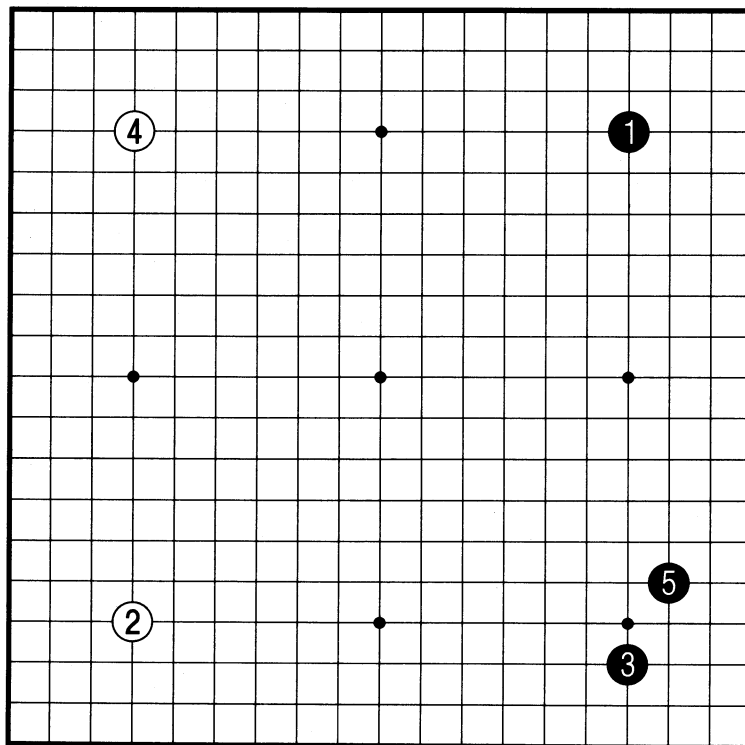
Black's one-space approach at 1 is also possible. The sequence to White 8 is almost the same as the variation we've already looked at (*Dia. 2* in Pattern 46). This is also an even result.



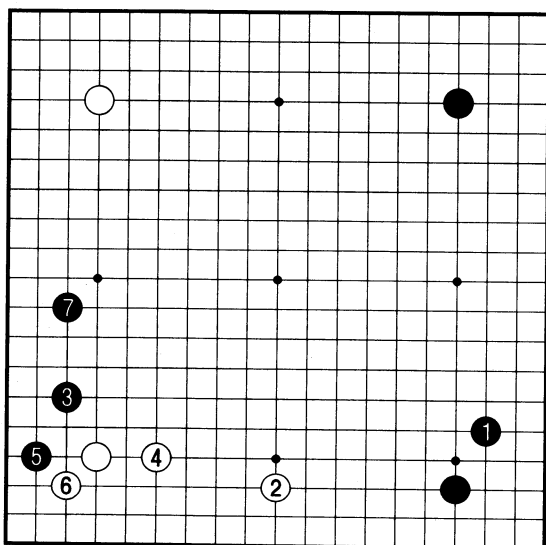
Dia. 10. A variation for Black

Against the two-space extension of White 1, the knight's move of Black 2 is another possibility. Wedging in with 3 is a tesuji. The sequence to White 13 can be expected, but this result seems to be better for White.

Pattern 48. The Small Knight's Enclosure

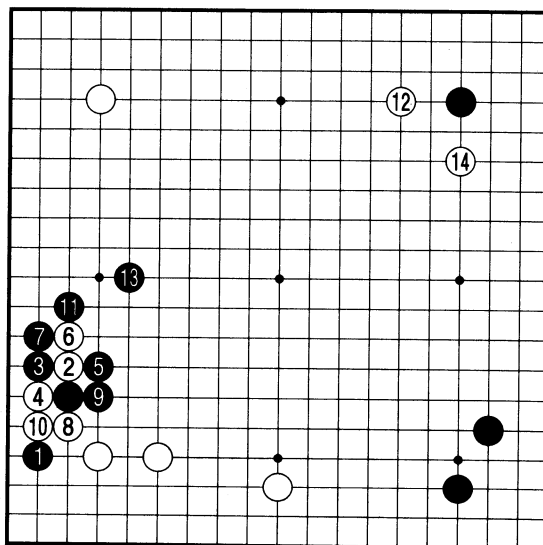


Black has enclosed the corner with the small knight's move of 5. This move aims to extend along the bottom, which has now become the focus of the game. Let's discuss the variations after Black 5.



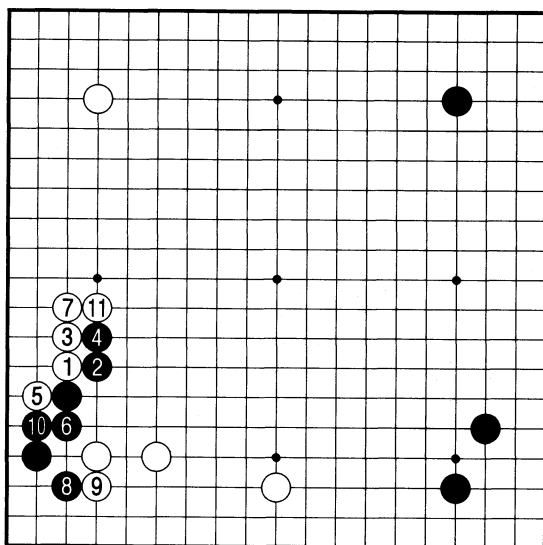
Dia. 1. A mandatory extension

After Black 1, White's extension to 2 is almost forced. The sequence to Black 7 can be expected. This opening is playable for both sides.



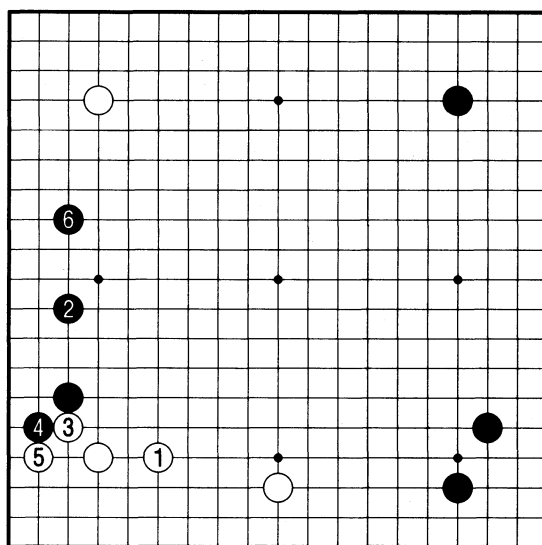
Dia. 2. White is developing quickly.

Against the knight's move of Black 1, the attachment of White 2 is popular nowadays. If Black hanes with 3, the cut of White 4 is the key point. The sequence to White 14 can be expected. White is developing quickly.



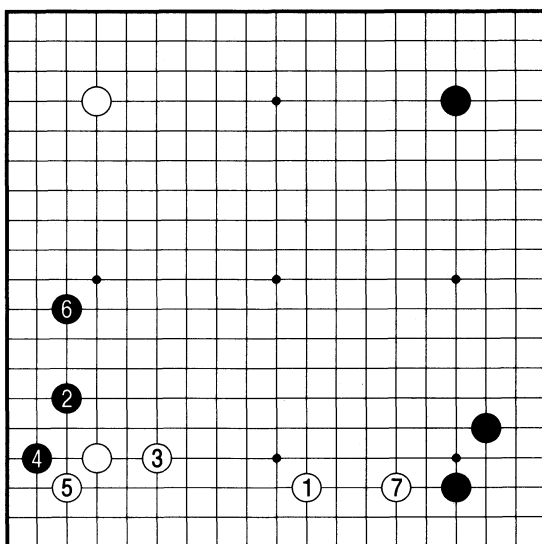
Dia. 3. White is thick.

Against White's attachment at 1, Black's hane on top with 2 is also possible. The sequence to Black 10 is a basic joseki. However, the turn of White 11 is an extremely good move.



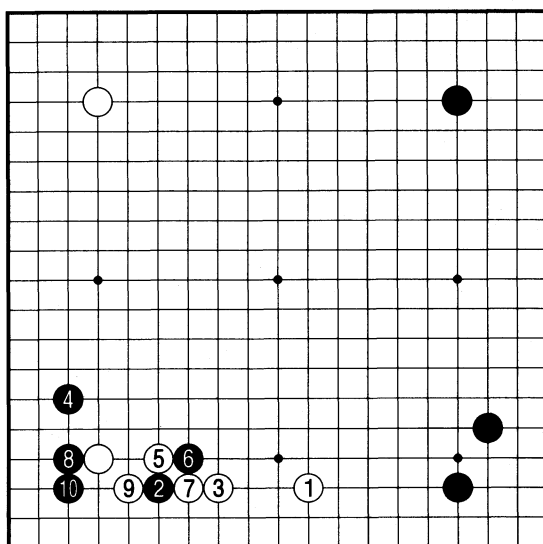
Dia. 4. Fast-paced moves

Against White 1, the two-space extension of Black 2 is a simple way of playing. After White 3 and 5, Black 4 and 6 are fast-paced moves. Black is developing quickly.



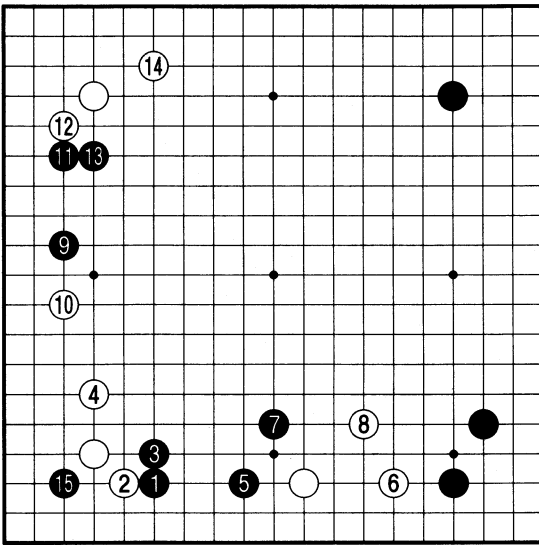
Dia. 5. An even result

Instead of 2 in *Dia. 1*, White could also extend as far as 1. The sequence to White 7 can be expected. This result is playable for both sides.



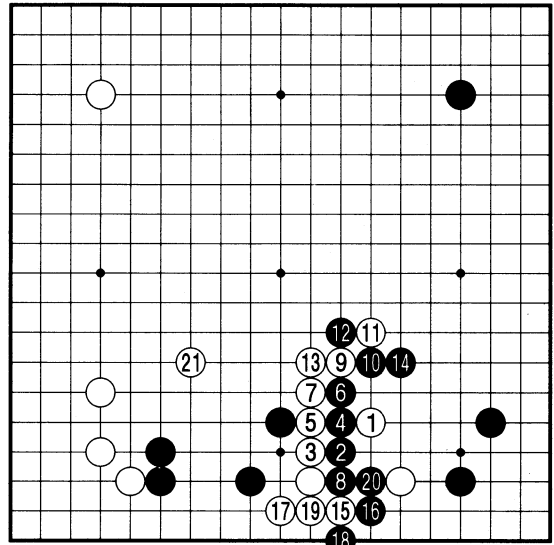
Dia. 6. White is overconcentrated.

After White 1, Black could approach from the right with 2, but White's pincer at 3 is dubious. Black's second approach with 4 is very good. After the sequence to Black 10, White's stones are overconcentrated. This result is good for Black.



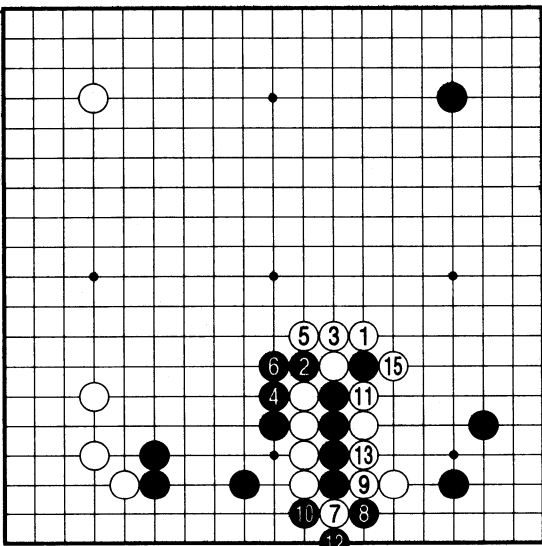
Dia. 7. An even result

Against Black 1, the diagonal attachment of White 2 is the correct response. Locally, the sequence to White 8 is best for both sides. The continuation to Black 15 can be expected. This is an even result.



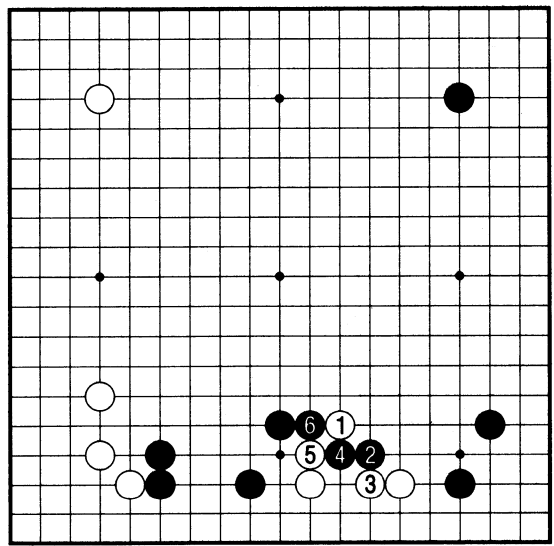
Dia. 8. Attacking on a large scale

After White 1 (8 in *Dia. 7*), Black 2 is unreasonable. White 3 and 5 are powerful moves. White can now attack the black stones on a large scale with 21.



Dia. 9. A variation for Black

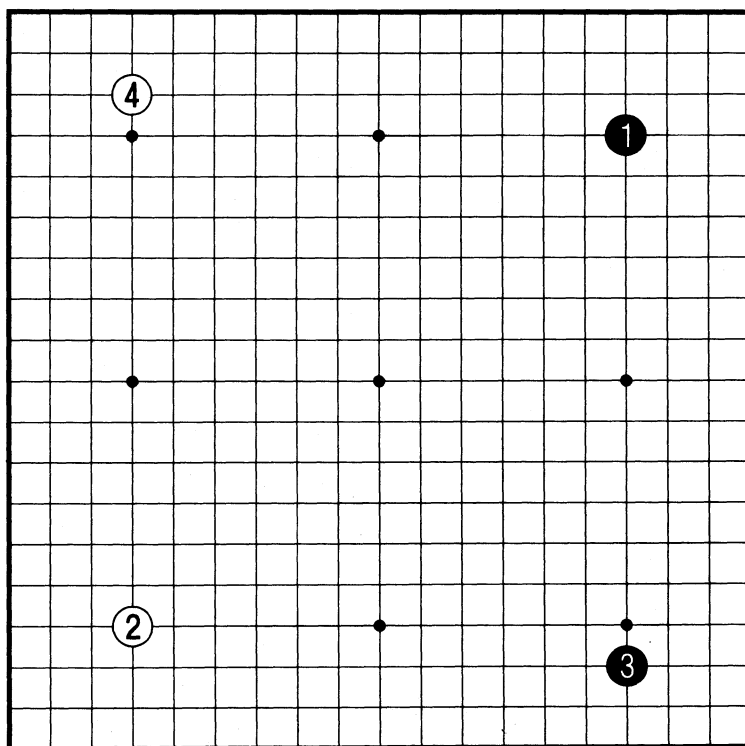
Instead of 12 in *Dia. 8*, Black could also play 2 and 4 here. After the exchange of White 5 for Black 6, White can build up powerful influence in the center with the sequence to 15. White's influence is better than Black's territory.



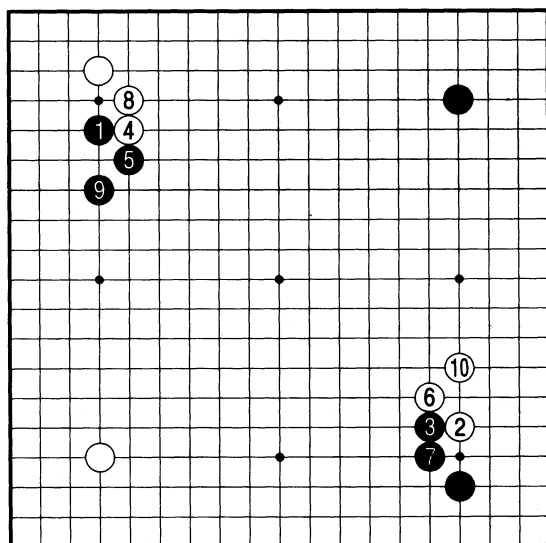
Dia. 10. White is in trouble.

Instead of 8 in *Dia. 7*, the knight's move of White 1 is not good. Black 2 is severe. After Black 6, White is in trouble.

Pattern 49. A Symmetrical Opening

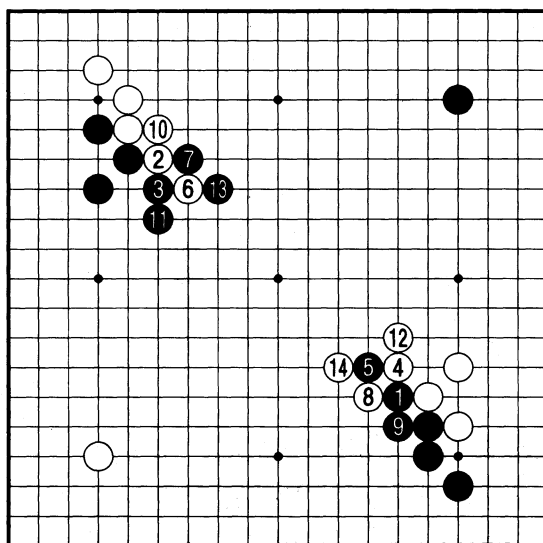


Both sides have taken a star point and a 3-4 point. This opening can arise when White decides to mimic White's moves. Let's study the variations after White 4.



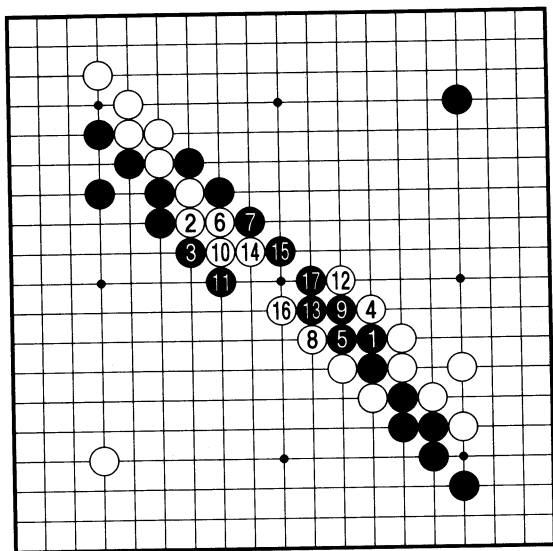
Dia. 1. Mirror go

The sequence to White 10 is the kind that can be expected in imitation go. Black must now find a way to break the symmetry. Let's look at some variations after White 10.



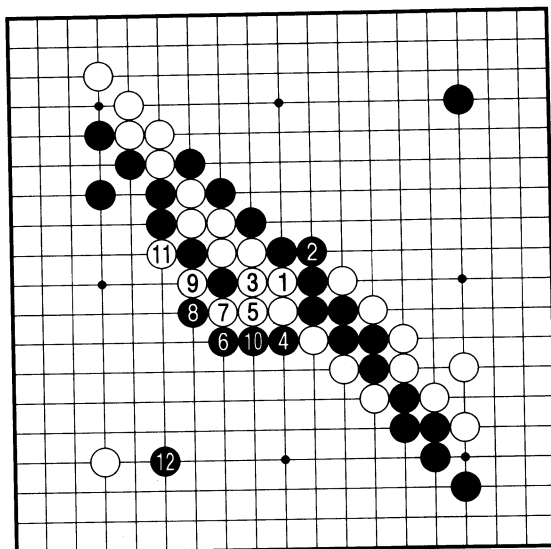
Dia. 2. Breaking the symmetry

The sequence from the hane of Black 1 to the atari of 13 is the way to break the symmetry in this position. Next —



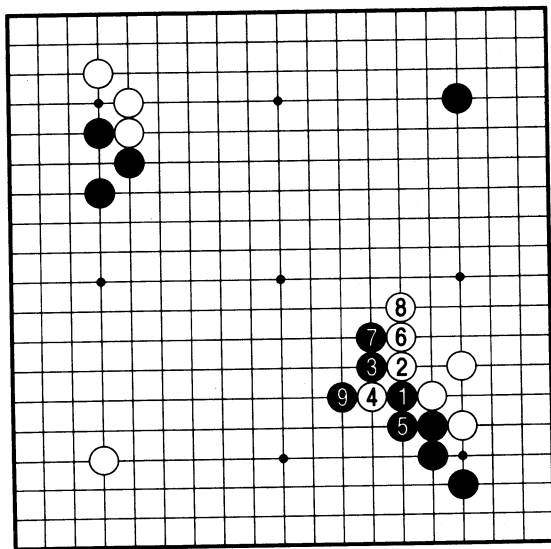
Dia. 3. A forced sequence

After Black 1, if White tries to escape with 2, the sequence to Black 17 is forced. Next —



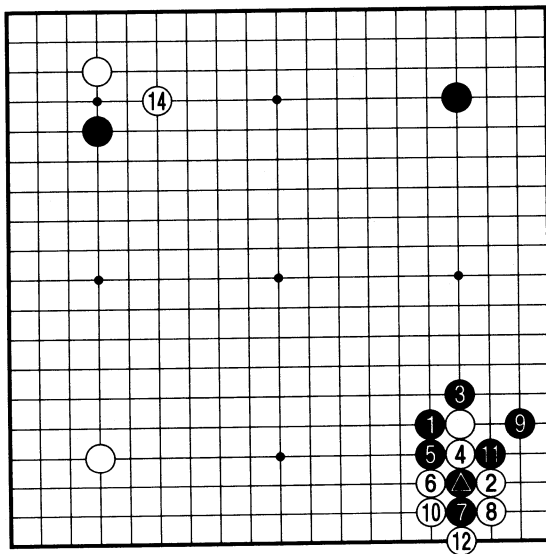
Dia. 4. Good for Black

White has to stop imitating Black's moves, so he ataries with 1, and Black connects with 2. Next, White connects with 3, and Black 4 and 6 are a tesuji combination, setting up a squeeze with 8 and 10. The result to 12 is very good for Black.



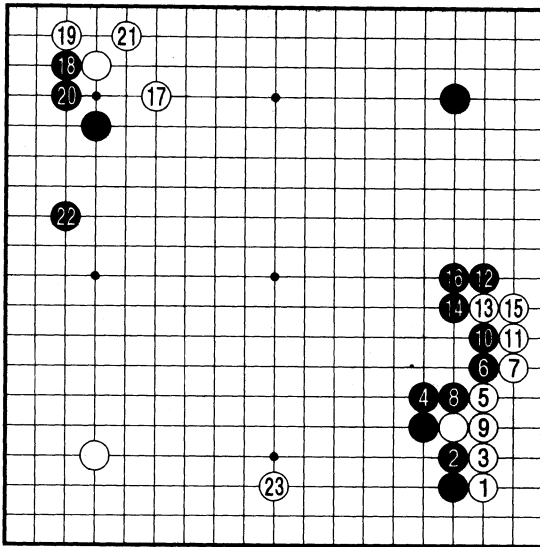
Dia. 5. A even result

After the sequence to Black 5, White's extension to 6 is a clever move. Black 7 and 9 can now be expected. This sequence is playable for both sides.



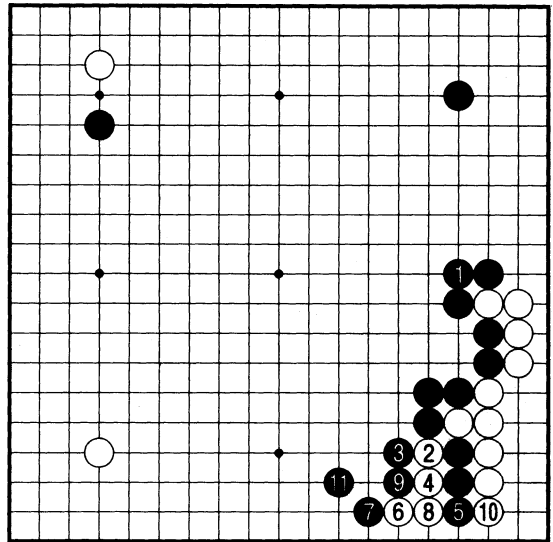
Dia. 6. A variation for White

Against Black 1, White's attachment at 2 is also possible. The sequence to the knight's move of White 14 is one variation. This is also an even result. (Black 13 is played at the marked stone.)



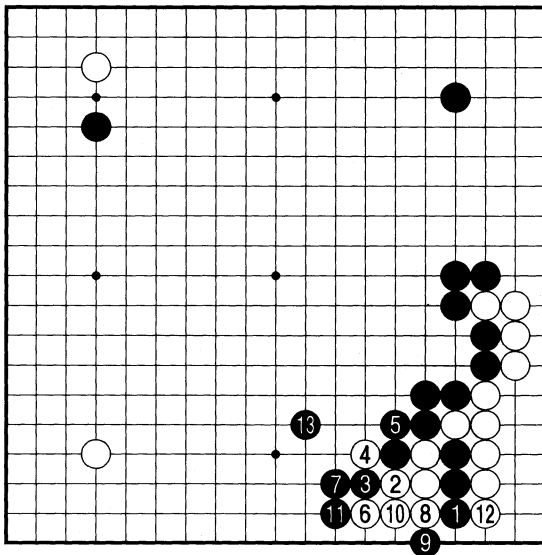
Dia. 7. Black's choice

Against White 1, bumping against the white stone with Black 2 and extending to 4 can also be considered. The sequence to Black 16 is a basic pattern. The result to White 23 is also playable for both sides.



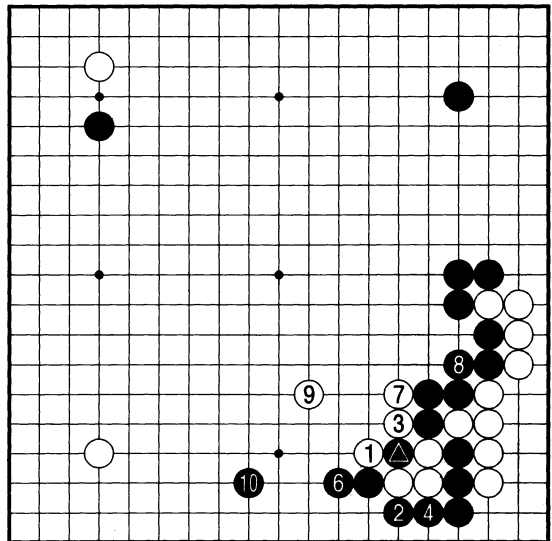
Dia. 8. Black has a thick position.

When Black connects with 1 (16 in *Dia. 7*), White's cut at 2 is premature. After the sequence to 11, Black's thickness is better than White's territory.



Dia. 9. Helping Black

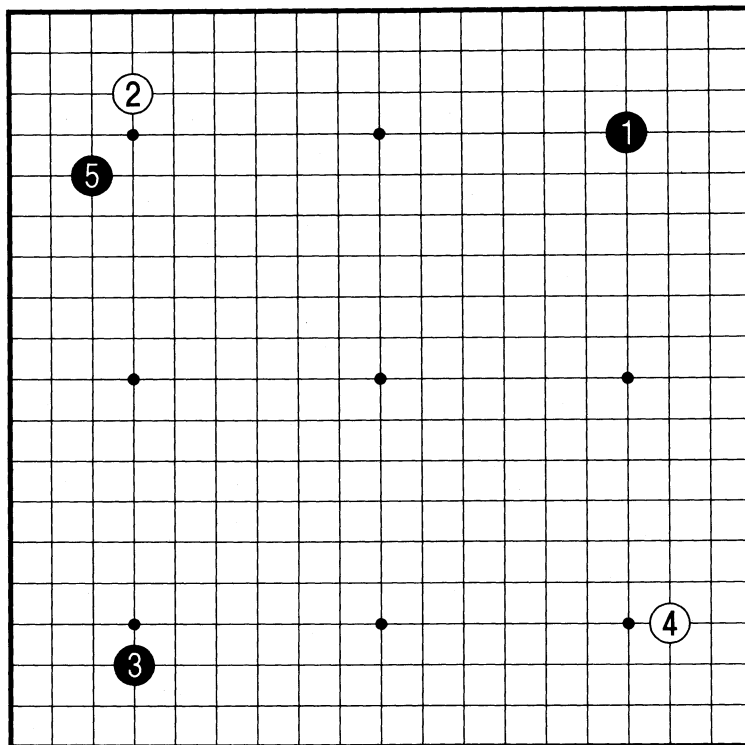
Against Black 1 (5 in *Dia. 8*), the sequence from White 2 to 8 is wrong. After 13, Black's influence is much better than in *Dia. 8*.



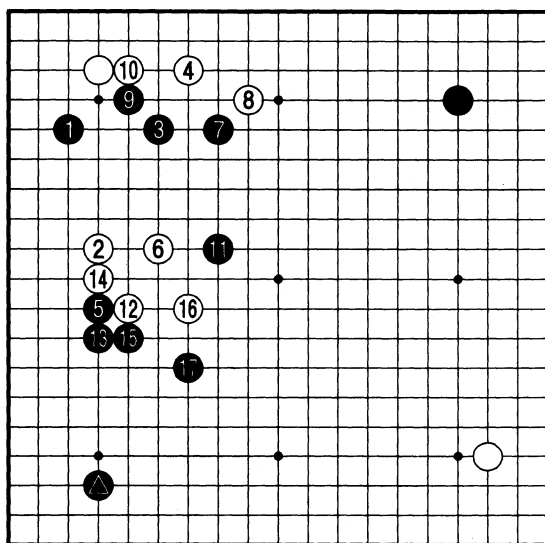
Dia. 10. A powerful move by Black

Against the atari of White 1 (4 in *Dia. 9*), Black 2 is also possible. The sequence to Black 10 is almost forced. The fighting that follows will be good for Black. (White 5 is played at the marked stone.)

Pattern 50. A Diagonal Opening

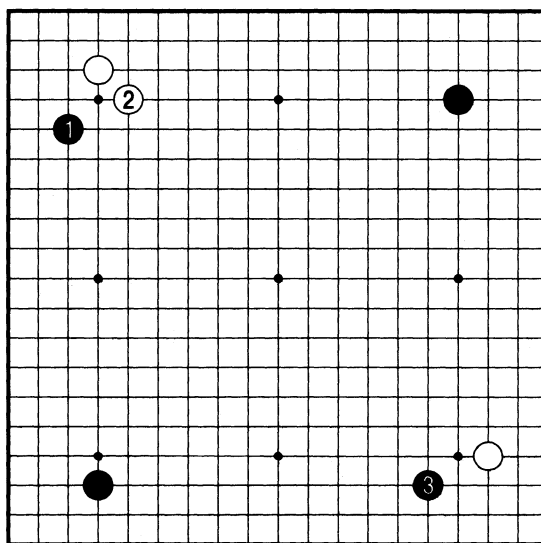


If Black takes the lower left corner with 3, White will take the other corner with 4. In this diagonal opening, where the black and white stones are on opposing 3-4 points (known as *fighting komokus*), the game can easily become complicated. Black 5 is natural. Let's study the variations after this move.



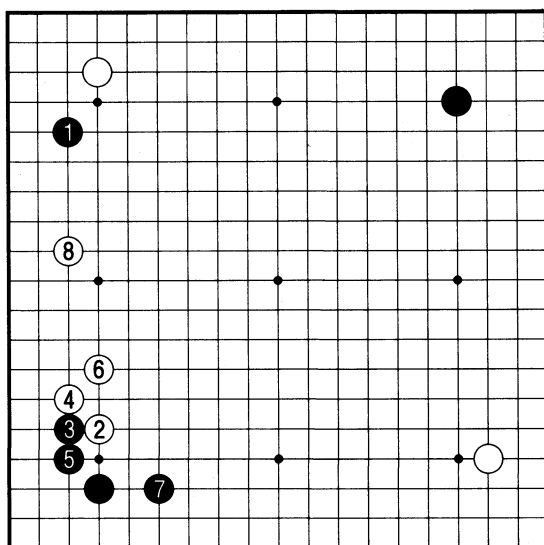
Dia. 1. Black is ahead.

Against Black 1, White's pincer at 2 is not played very often. Black 3 and 5 are a good combination. The sequence to Black 17 can be expected, but the marked black stone is well placed.



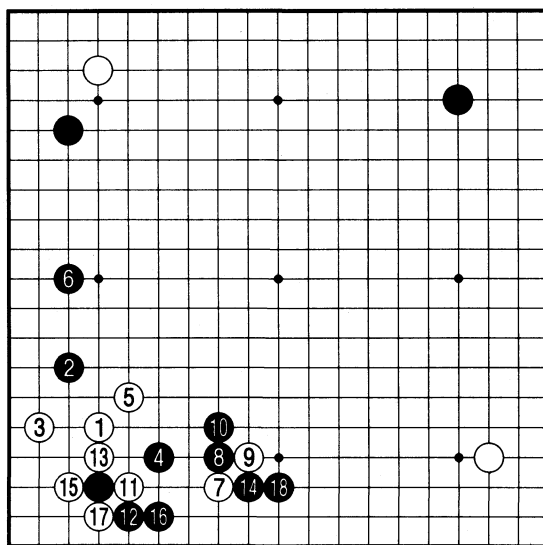
Dia. 2. A solid move

Against Black 1, the diagonal extension of Black 2 is a solid move. It may seem a little slow, but here it is playable. The result to Black 3 is even.



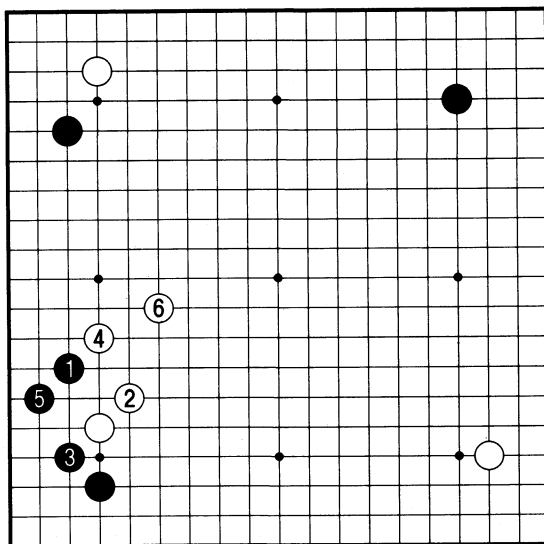
Dia. 3. Efficient for White

Answering Black 1 with the approach of White 2 is also possible. However, Black's attachment at 3 does not work well. After Black 7, White 8 secures a position on the left side and simultaneously pincers the black stone at 1.



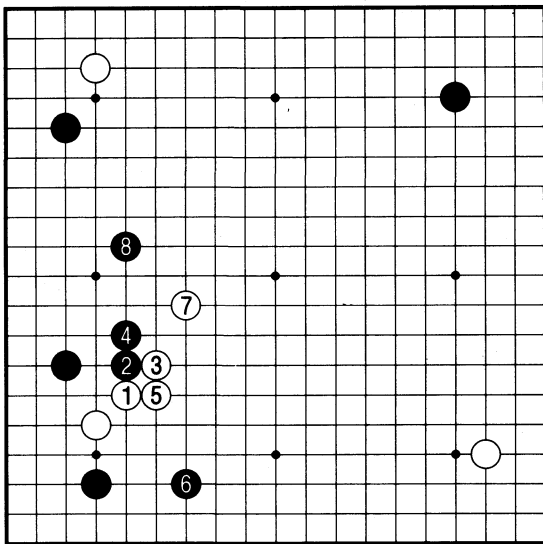
Dia. 4. Black's resistance

Against White 1, the pincer of Black 2 is natural. White 3 is now the strongest move. The sequence to Black 18 can be expected. However, this result is slightly better for Black because he has played on both sides.



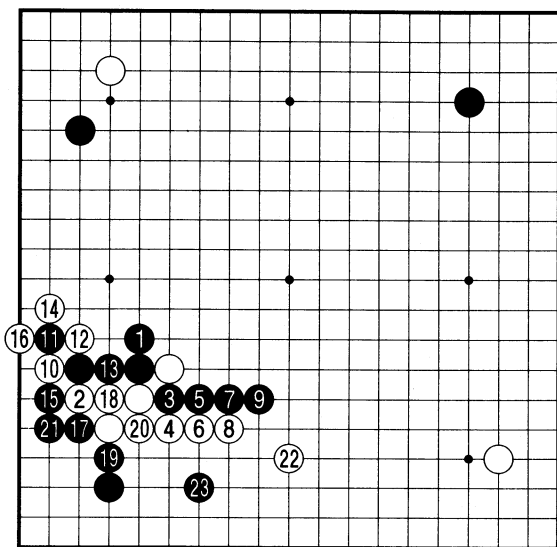
Dia. 5. White plays lightly.

Answering Black's pincer at 1 with the diagonal move of 2 is usual in this position. Against Black 3, White 4 and 6 are a light way of playing. This result is favorable for White.



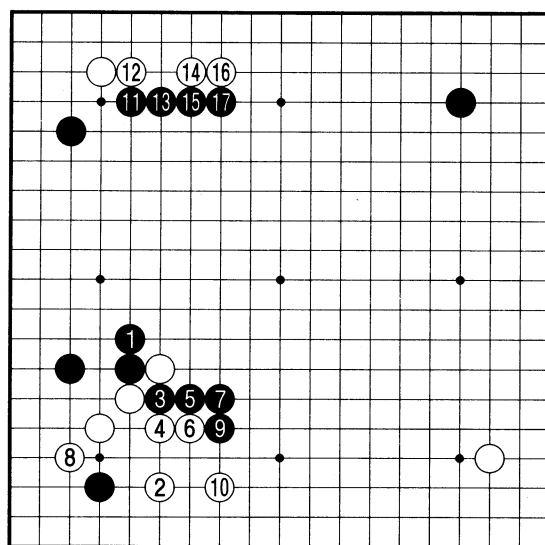
Dia. 6. A variation for Black

Against White 1, the attachment of Black 2 is a powerful move. If White moves out into the center with 3 to 7, Black takes territory on both the left side and the bottom with 4 to 8. This sequence is playable for Black.



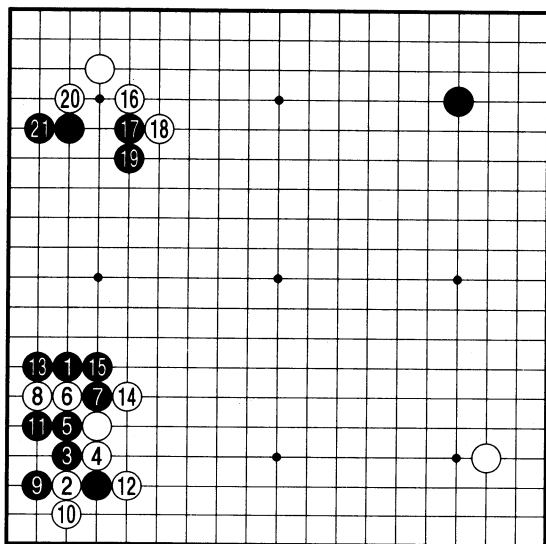
Dia. 7. A variation for White

When Black extends to 1 (4 in *Dia. 6*), White's attachment at 2 is also possible. The sequence to Black 23 is a basic joseki. However, the result here is not good for White, because the black stone in the upper left corner limits White's influence.



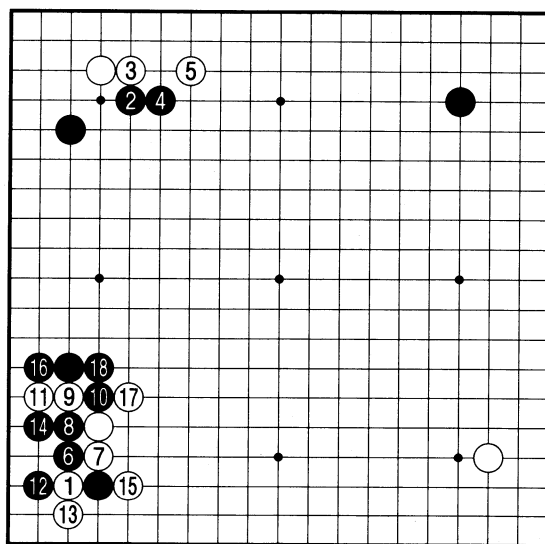
Dia. 8. Satisfactory for Black

Answering Black 1 with White 2 emphasizes territory. The sequence to Black 17 can be expected. However, Black's influence is superior to White's territory.



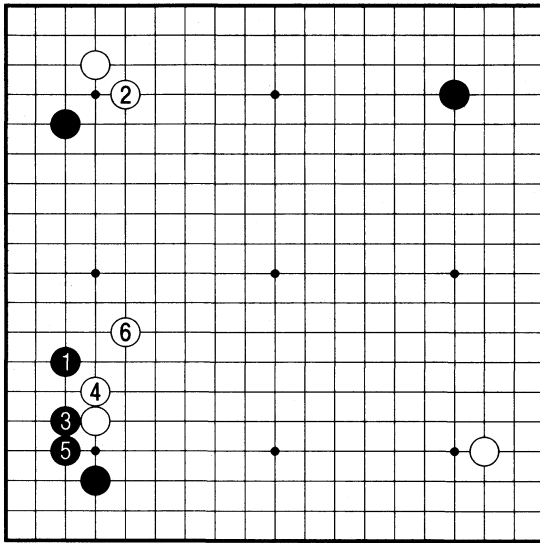
Dia. 9. An even result

White could answer Black's pincer at 1 by attaching with 2. The sequence to Black 15 is a basic joseki. Next, White 16 is an excellent move, and the sequence to Black 21 follows. This result is also even.



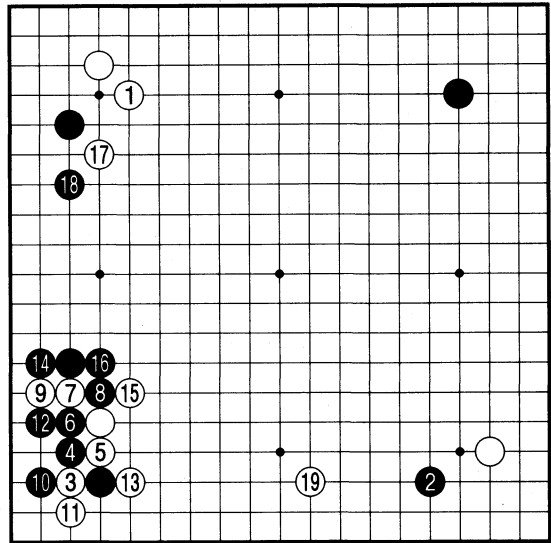
Dia. 10. Getting the jump on White

Against the attachment of White 1, Black tries to get the jump on White by pressing with 2 and 4 before playing the joseki in the lower right corner. Black now plays the joseki to 18. This result is slightly better for Black.



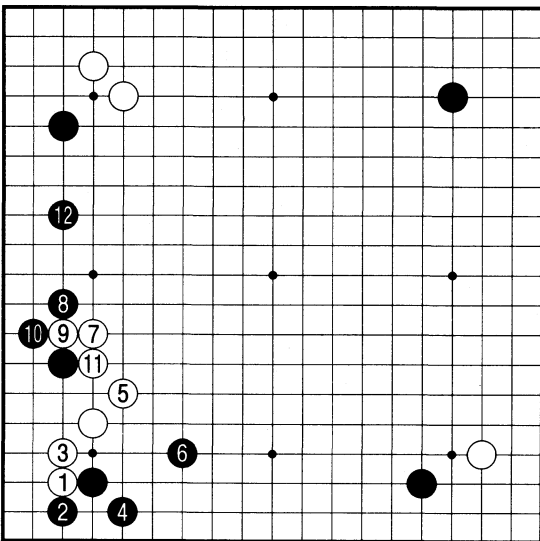
Dia. 11. An equal result

Taking the result in *Dia. 10* into consideration, White answers the pincer of Black 1 with the diagonal move of 2. This is a flexible way of playing. The sequence to White 6 can be expected, and it is playable for both sides.



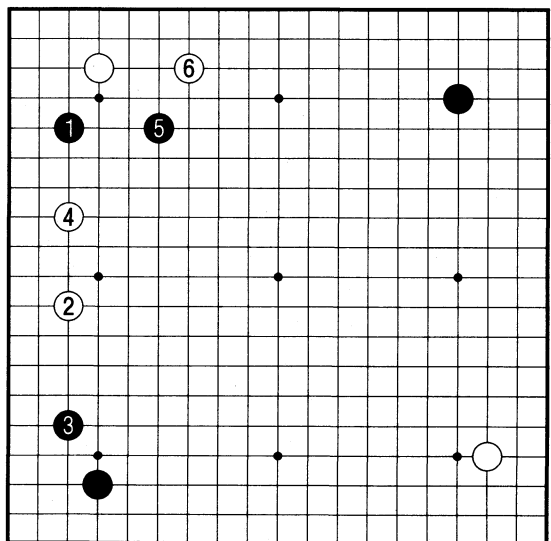
Dia. 12. Good for White

Against White 1, Black might consider the approach of 2. However, after White attaches with 3, the sequence to 16 follows, and this is not good for Black. White 17 is an excellent move. The result to 19 is clearly favorable for White.



Dia. 13. An even exchange

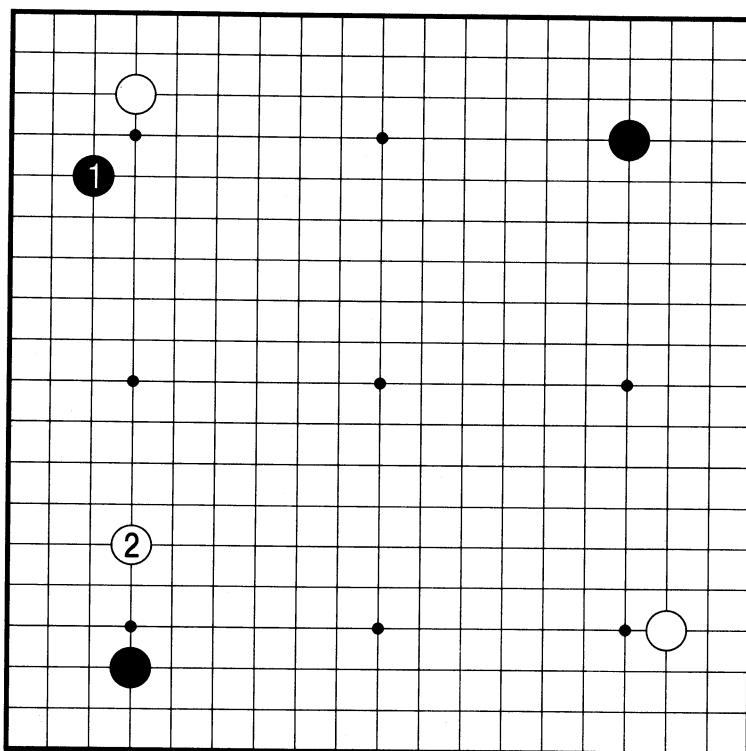
Instead of Black 4 in *Dia. 12*, the hane of Black 2 is the correct response to White 1. The sequence to White 11 is a basic joseki. Black next extends to 12. This sequence is playable for both sides.



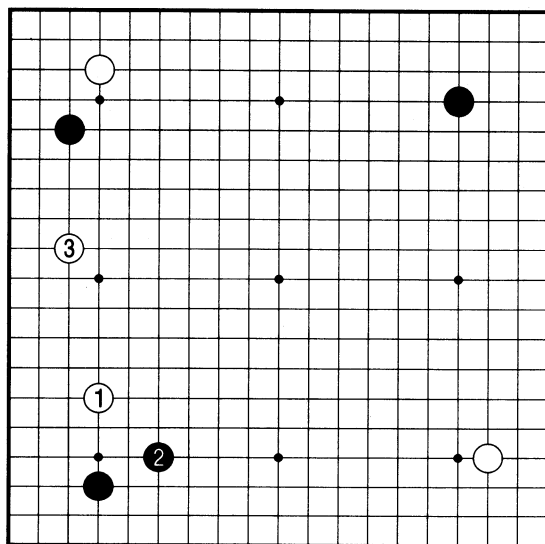
Dia. 14. A flexible move

Against Black 1, splitting the left side with White 2 is a flexible move. The continuation to White 6 can be expected. This opening is also playable for both sides.

Pattern 51. An Aggressive Approach

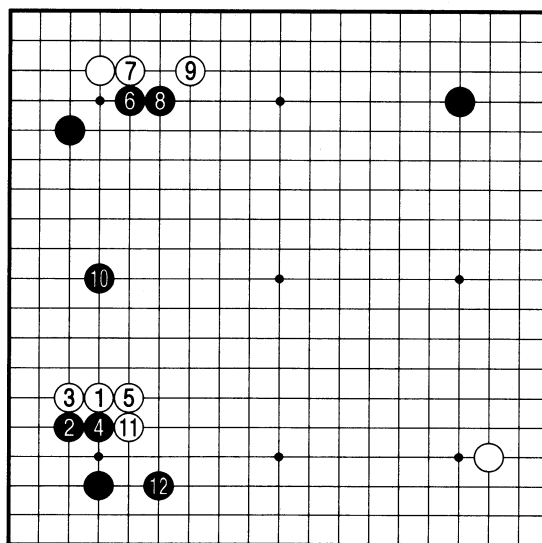


Answering Black 1 with the two-space high approach of Black 2 is a special strategy. Its aim is to attack the black stone in the upper left corner. Let's discuss the variations after White 2.



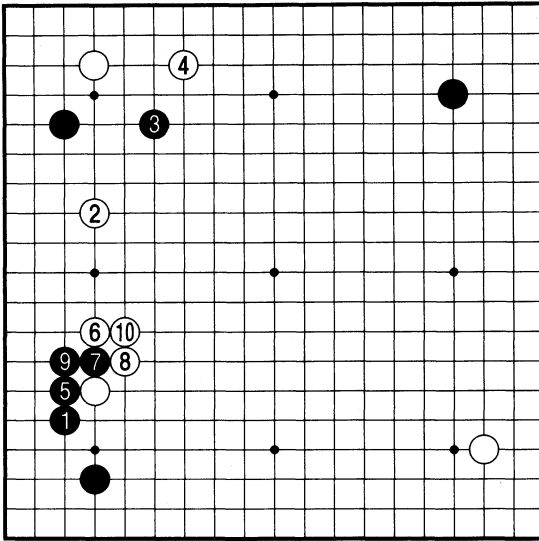
Dia. 1. Sufficient for White

If Black answers White 1 with the knight's move of 2, White 3 becomes an excellent pincer. Because Black 2 is a dull move, White gets a good result.



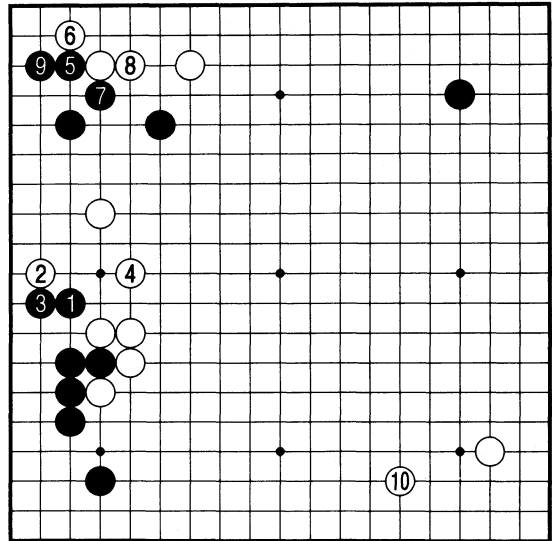
Dia. 2. Satisfactory for Black

The knight's move of Black 2 is the usual response to White 1. White 3 is a commonsense move, but it is a bit heavy in this position. After the sequence to White 9, Black 10 is an excellent extension and pincer. This is a dynamic opening for Black.



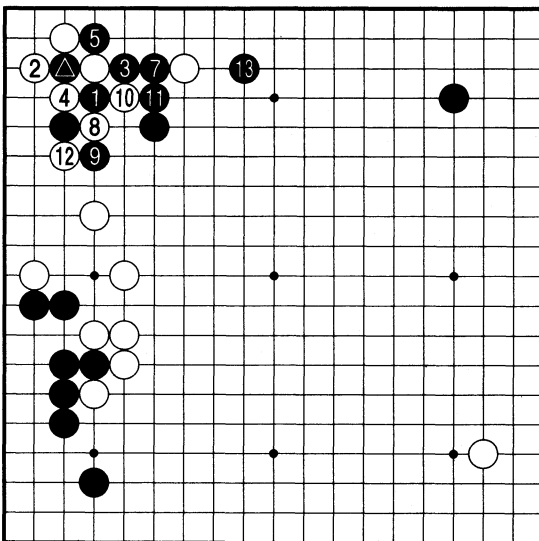
Dia. 3. A basic pattern

Against Black 1, White's pincer at 2 is the standard move in this position. After the moves to 5, White has the one-space jump to 6 in reserve. The sequence to White 10 is a basic pattern. Next —



Dia. 4. An even result

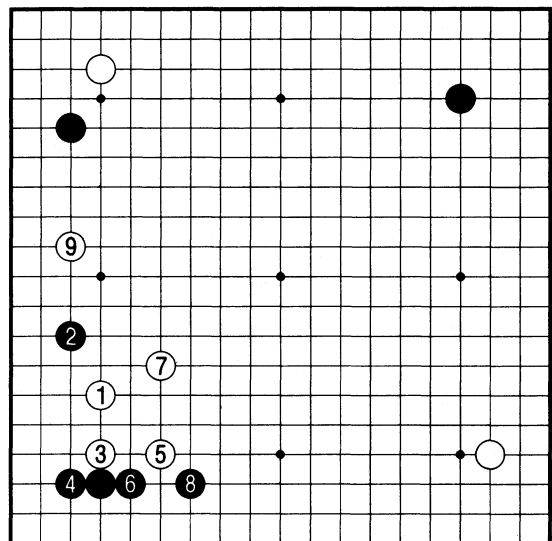
After the exchange of White 2 for Black 3, White 4 is the key point. The sequence to White 10 can now be expected. This is an even result.



Dia. 5. Unsatisfactory for White

Answering Black 1 (7 in *Dia. 4*) with the atari of White 2 is questionable. It aims to cut at 8 after the sequence to Black 7. However, the result to Black 13 is favorable for Black, because White's stones are a bit biased toward the left side.

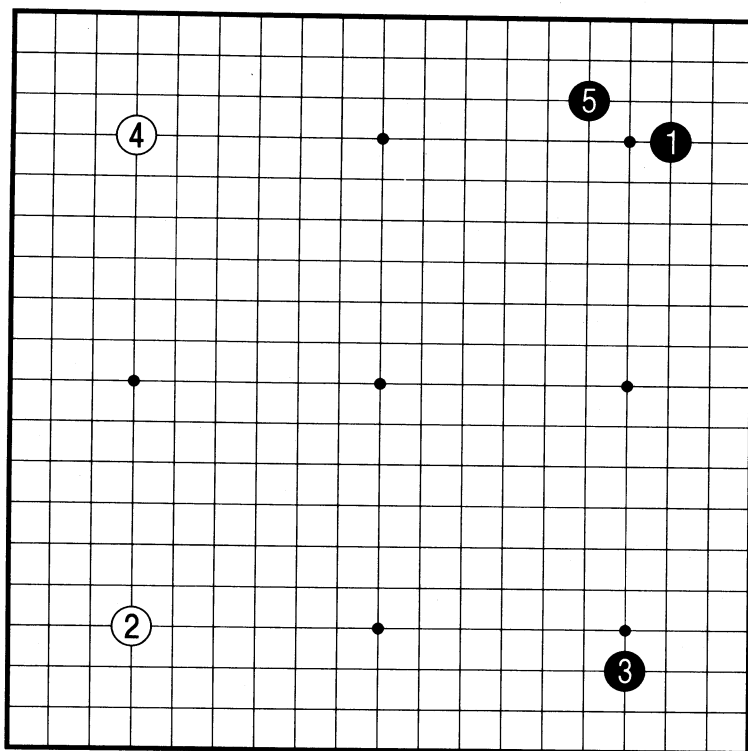
(White 6 is played at the marked stone.)



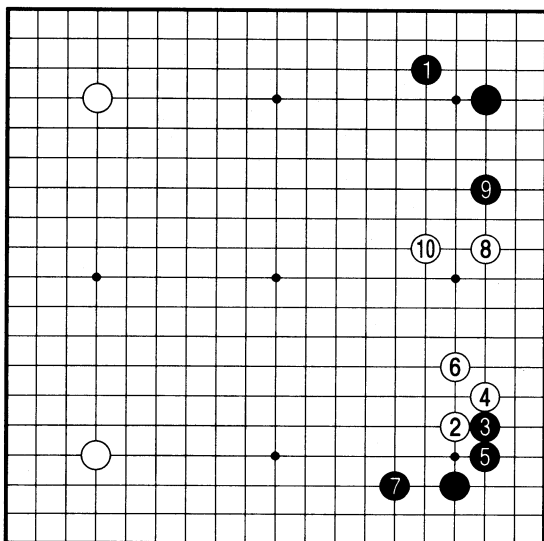
Dia. 6. Black controls the whole board

Against White's approach at 1, the pincer of Black 2 is also questionable. The sequence from White 3 to 9 is a light way of playing. Black controls the whole board.

Pattern 52. Focusing on Territory

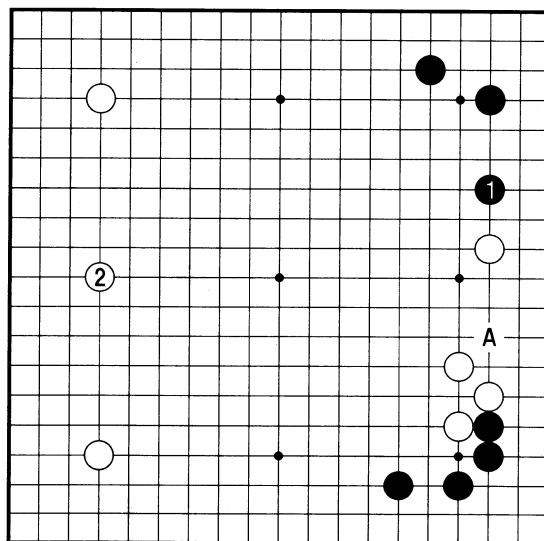


Black's corner enclosure at 5 focuses on territory. This is an old-fashioned opening. Let's discuss the variations after Black 5.



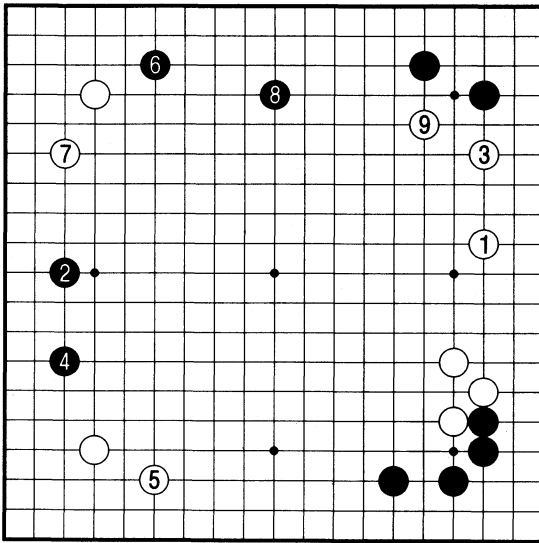
Dia. 1. A straight-forward sequence

Against Black 1, White's approach at 2 is standard in this position. The sequence to White 10 is a basic opening sequence.



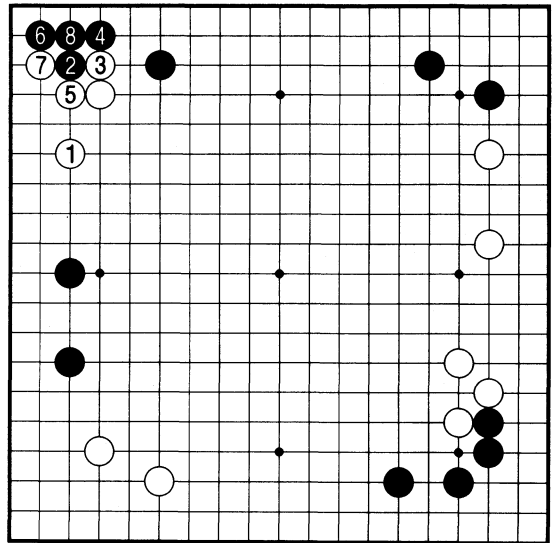
Dia. 2. White develops quickly

If White wants to develop quickly, he can omit 10 in *Dia. 1* and make the three-star formation on the left with 2. However, White leaves a weakness in his position at A, and Black will aim to attack at this point. This opening is playable for Black.



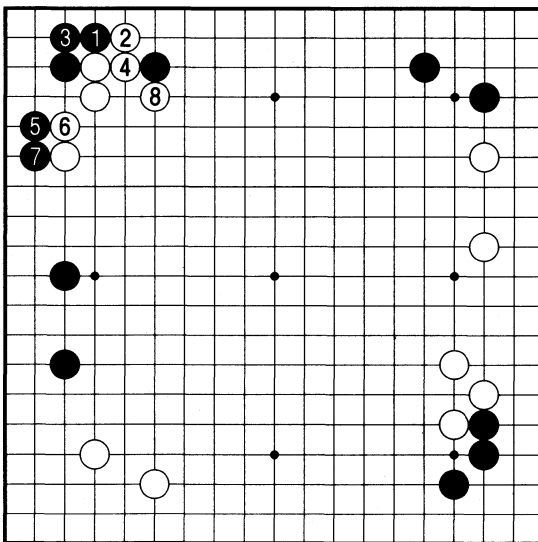
Dia. 3. A standard opening

If Black doesn't like the result in *Dia. 2*, Black can split the left side with 2. White 3 next is an excellent move. The sequence to White 9 is a standard continuation.



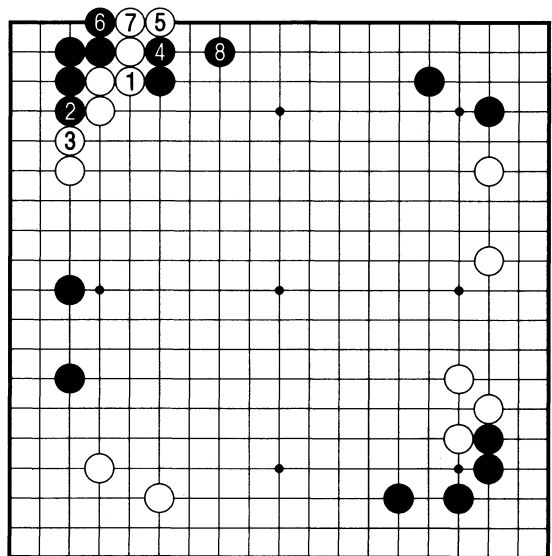
Dia. 4. Focusing on territory

Black can also answer White 1 (7 in *Dia. 3*) by invading with 2. This move focuses on territory. The sequence to Black 8 is one possible variation. This result is slightly favorable for Black.



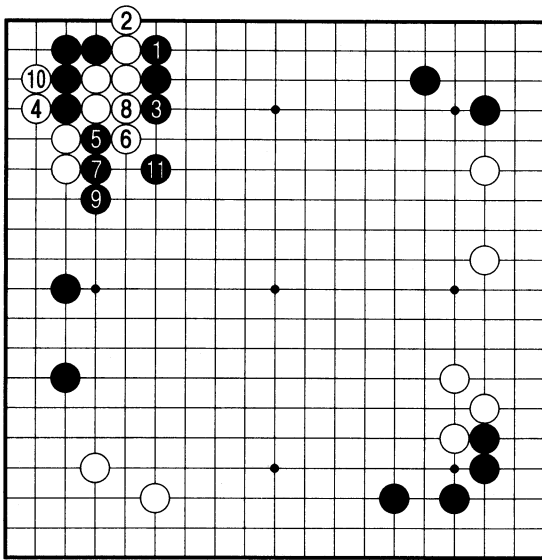
Dia. 5. White is thick.

When Black hanes with 1, blocking with White 2 is normal in this position. The sequence to White 8 is one possible way of playing. This result is slightly better for White.



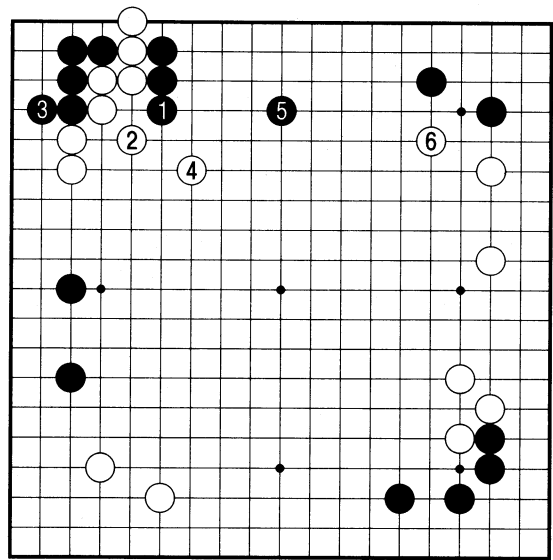
Dia. 6. A strong move

After White connects with 1, pushing with Black 2 is a powerful move. Black then follows it up with another powerful move: the block of 4. White 5 next is wrong. The result to 8 is good for Black because he is alive in the corner.



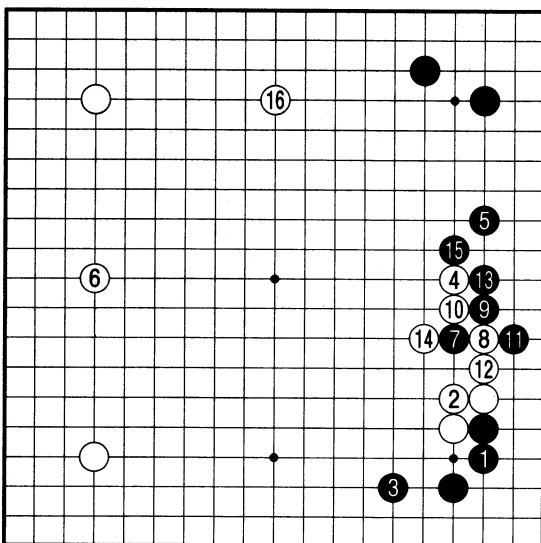
Dia. 7. Black is thick.

Against Black 1 (Black 4 in *Dia. 6*), White 2 is the correct response. Black's extension to 3 is the key point for making shape. If White next plays the hane of 4, the cut of Black 5 is a good move. After the sequence to 11, Black's influence is much better than White's territory.



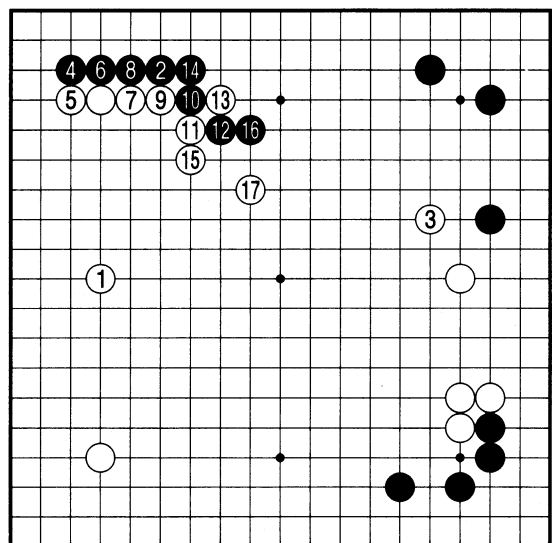
Dia. 8. A standard pattern

Against Black 1 (3 in *Dia. 7*), the diagonal move of White 2 is the correct move. The sequence to White 6 is the standard pattern. This is an even result.



Dia. 9. An influence-oriented strategy

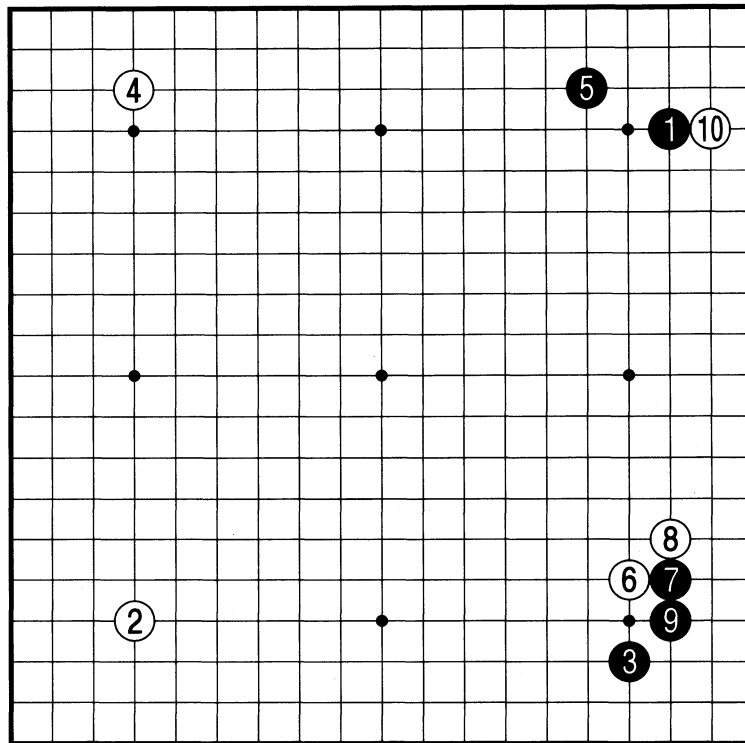
When Black draws back to 1, White's solid connection at 2 is also possible. The high extension of White 4 focuses on influence, and White 6 is consistent with this strategy. The result to White 16 is well balanced between territory and influence.



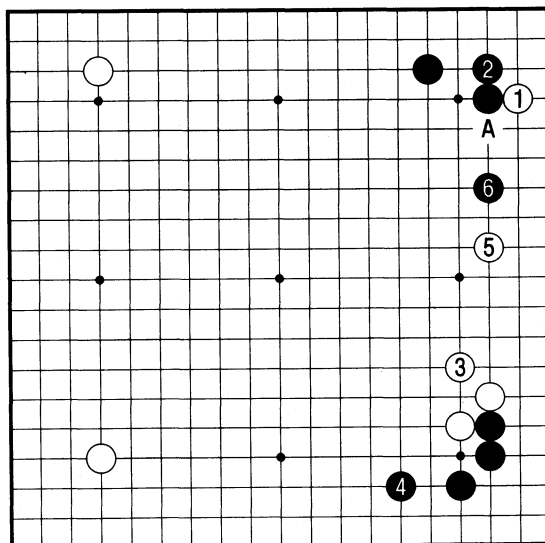
Dia. 10. A variation for Black

Answering White 1 (6 in *Dia. 9*) with the approach of Black 2 is another strategy. Against the knight's move of White 3, invading the corner with Black 4 is the vital point. The sequence to White 17 is the expected continuation. This is an even result.

Pattern 53. An Efficient Probe

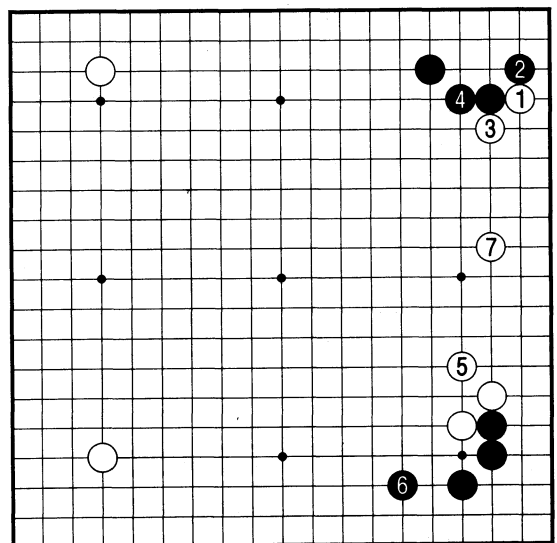


After the sequence to Black 9, White attaches on the second line with 10. This move aims to maximize the efficiency of the two stones at 6 and 8. Let's discuss the variations after White 10.



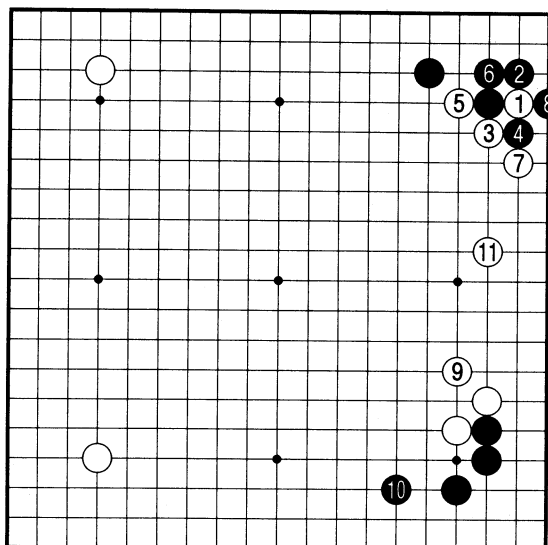
Dia. 1. Good for White

Against White 1, Black 2 is a passive move. The sequence to Black 6 can be expected. This result is good for White because of Black's weakness at A.



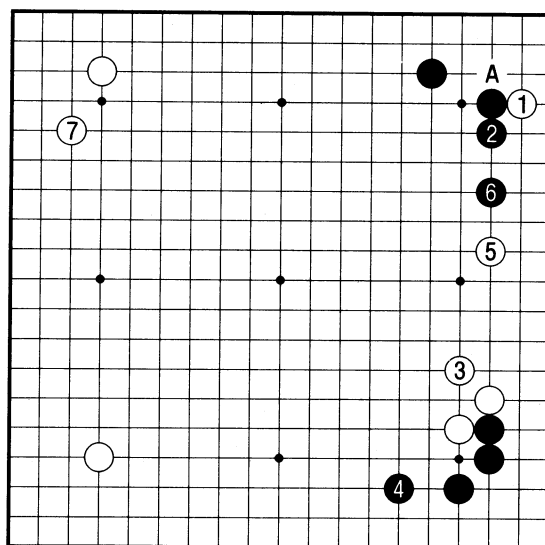
Dia. 2. Good for White

If Black blocks with 2, White's hane at 3 is sente. The sequence to White 7 results in a dynamic position for White.



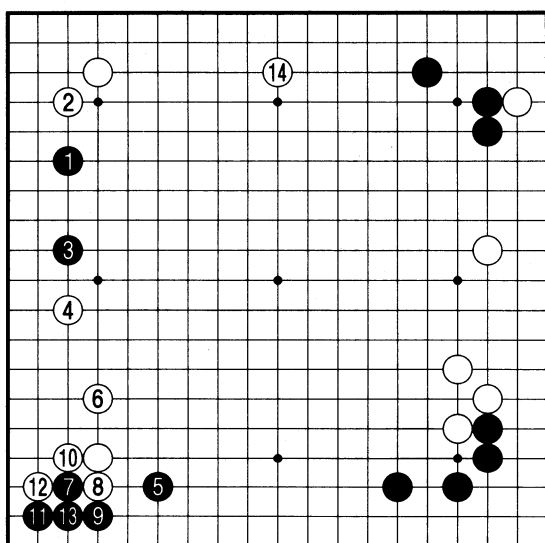
Dia. 3. Black's resistance

Against the hane of White 3, the atari of Black 4 is also possible. White 5 and 7 are now sente. With the sequence to 11, White has a better result than the one in *Dia. 2*.



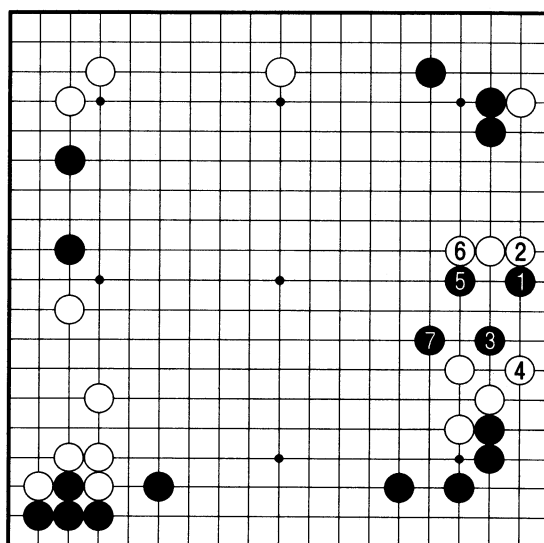
Dia. 4. Bad for Black

Extending to Black 2 is also possible. However, after the sequence to Black 6, White can live in the corner starting with A. This is not a good result for Black.



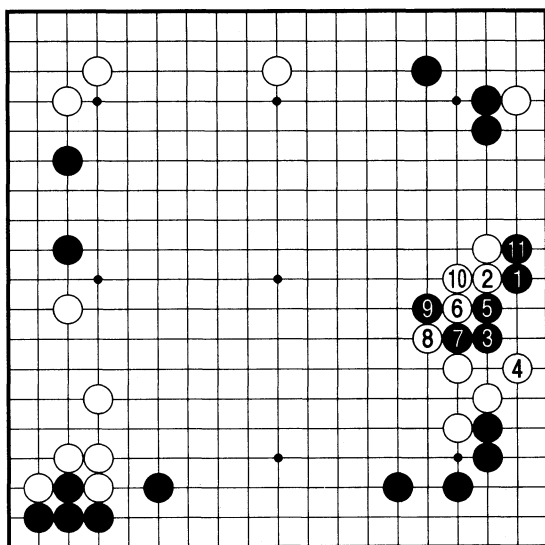
Dia. 5. A variation for Black

Instead of Black 6 in *Dia. 4*, the large knight's approach of Black 1 is the usual move in this position. The sequence to White 14 is one possible continuation. This is an even result. Next —



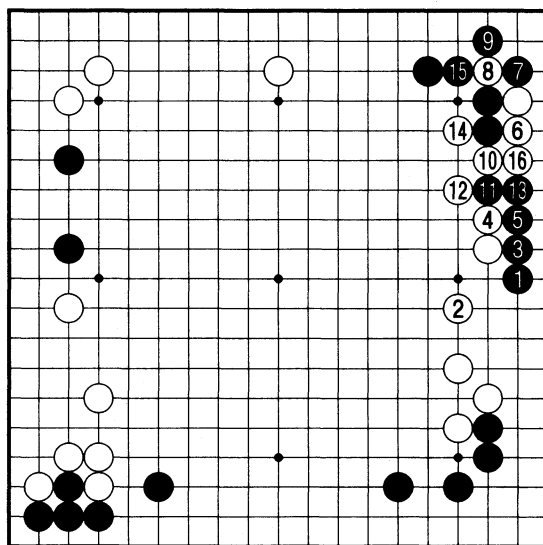
Dia. 6. The aji of Black's invasion

Black can invade at 1. If White blocks at 2, the sequence to 7 splits the white stones. This result is not good for White.



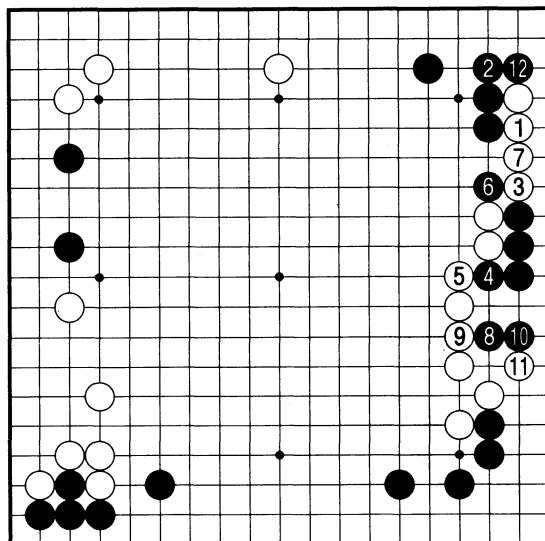
Dia. 7. Success for Black

Against Black 1, White 2 is another way of playing. After the exchange of Black 3 for White 4, Black 5 to 11 is the correct move order for settling his stones. This result is good for Black, because the white stones are in trouble.



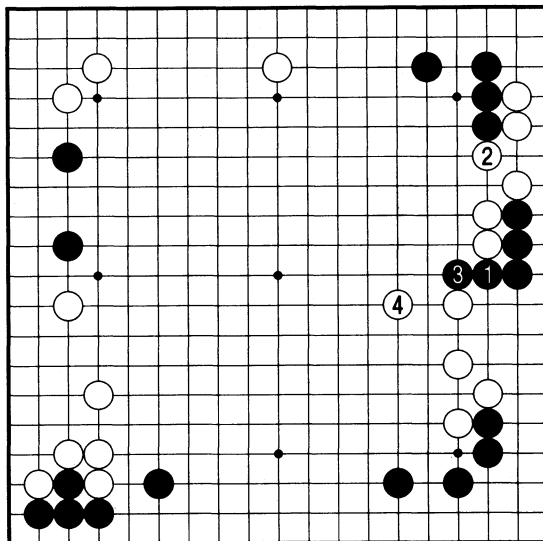
Dia. 8. The correct move for White

Against Black's invasion at 1, White 2 is the correct move. The sequence to White 6 is inevitable. However, Black 7 is wrong. The result to 16 is clearly good for White.



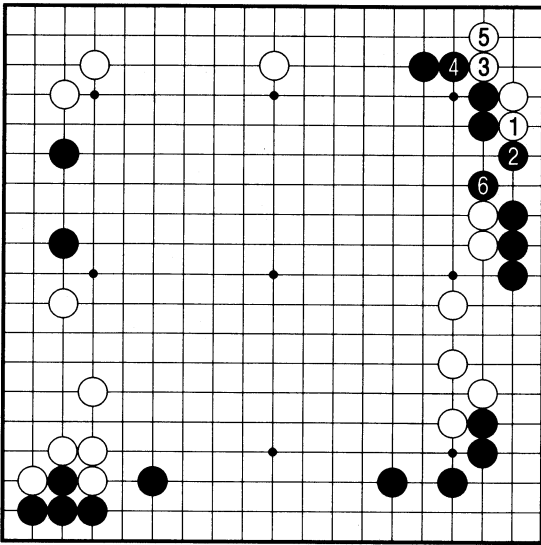
Dia. 9. A variation for Black

Against White 1 (6 in *Dia. 8*), Black 2 is a possible response. White 3 and Black 4 are forced. However, White 5 is too greedy. Black 6 is a powerful move. After Black 12, White's stones in the upper right are dead.



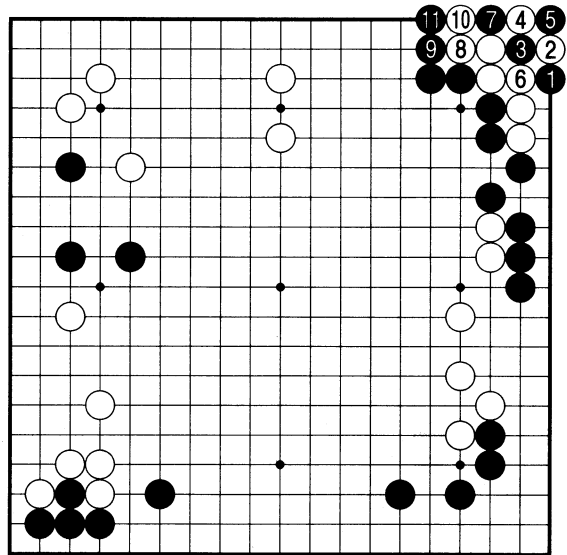
Dia. 10. The correct move for White

Against Black 1 (Black 4 in *Dia. 9*), the diagonal connection of White 2 is the correct move. If Black cuts off White's group with 3, White's one-space jump to 4 is the key point for making shape. However, this result is slightly better for Black.



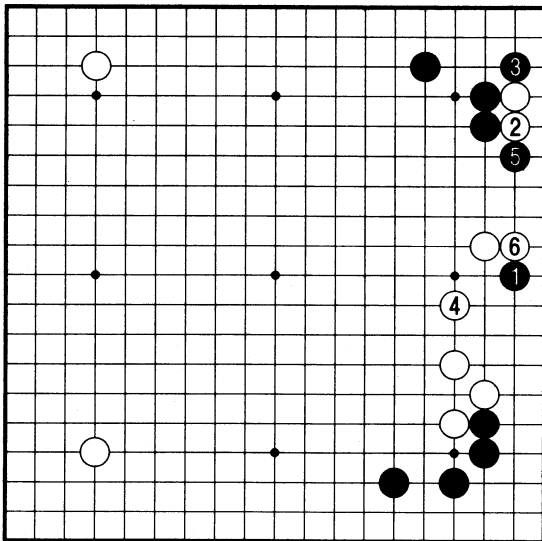
Dia. 11. A strong move by Black

Against White 1, blocking with Black 2 is also possible. White has to play 3 and 5 to live in the corner. Black next reinforces with 6. This result is also playable for Black.



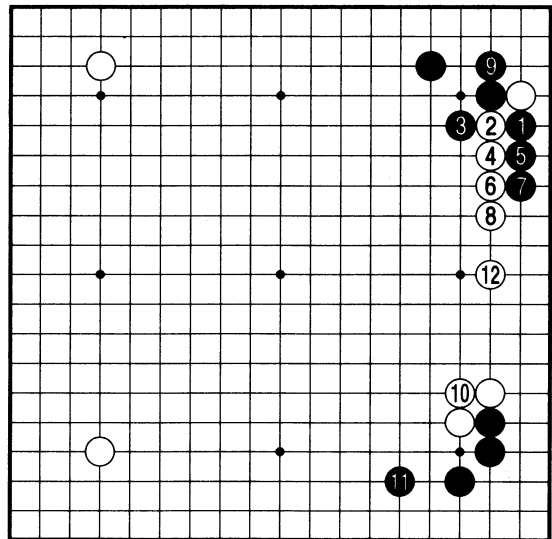
Dia. 12. Aji in the corner

After *Dia. 11*, Black's placement at 1 is the key point for creating a ko in the corner. The ko starts after the sequence to Black 11. This result is good for Black.



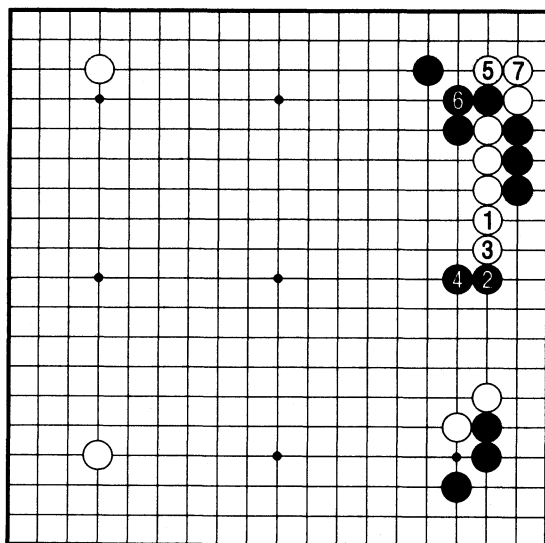
Dia. 13. Best for both sides

If Black immediately invades with 1, White 2 and 4 are good moves. The sequence to White 6 is best for both players.



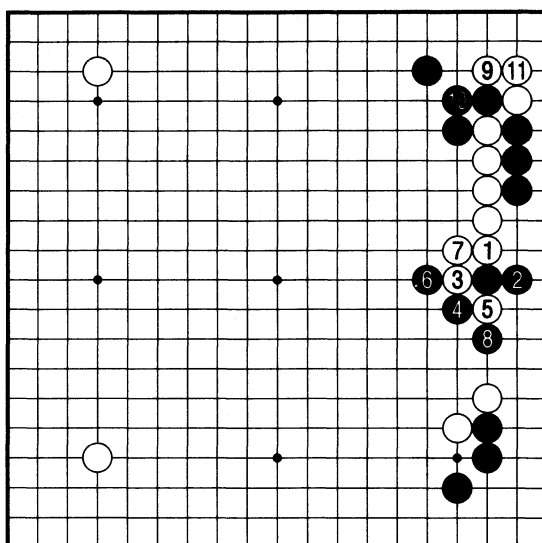
Dia. 14. Another response

The hane of Black 1 is another response to White 10 in Pattern 53. Black 3 and 5 are the correct order of moves. The result to White 12 is even.



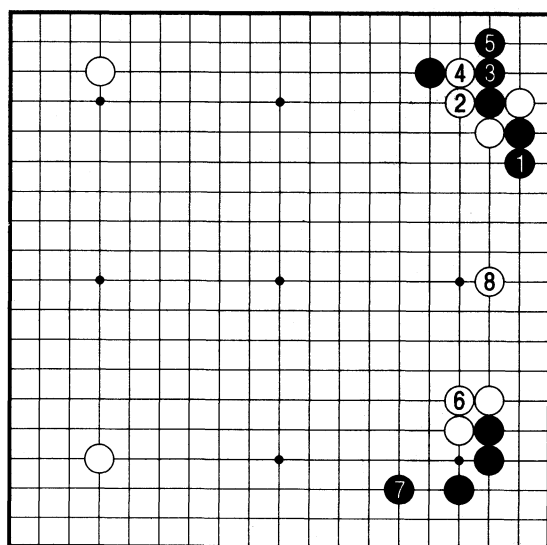
Dia. 15. Satisfactory for White

Attacking the white stones with the pincer of Black 2 is also possible. Bumping against the black stones with White 3 is a good move. If Black answers with 4, White 5 and 7 kill the black stones.



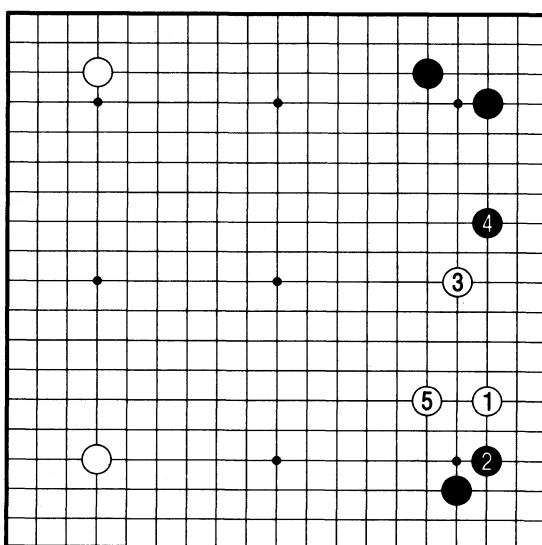
Dia. 16. Also good for White

Black can answer White 1 with 2. White 3 and 5 are good moves. After the sequence to White 11, the three black stones can't escape. This result is also good for White.



Dia. 17. Satisfactory for White

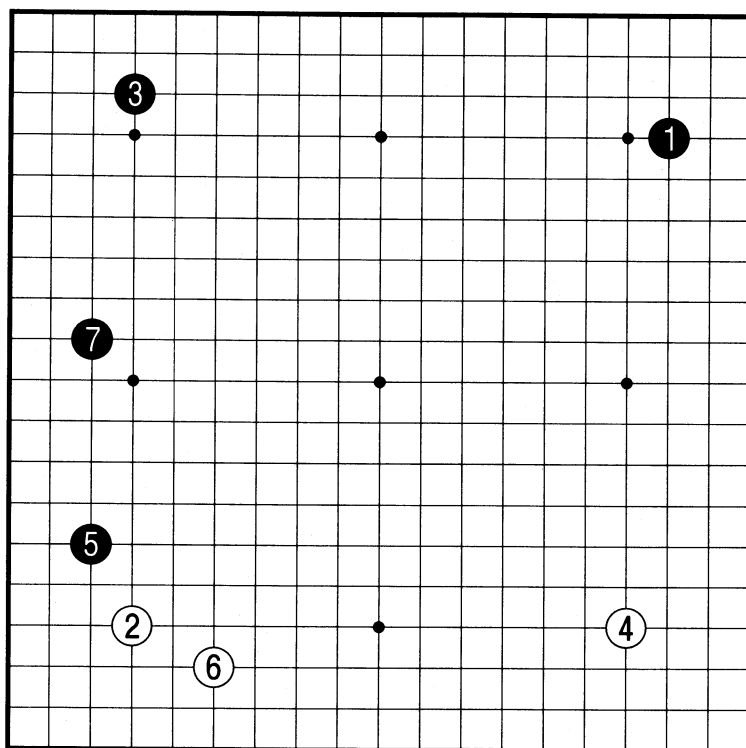
The extension of Black 1 is not good in this position. After the sequence to Black 5, White plays 6 and 8. This result is good for White, because there is still some aji left in the upper right corner.



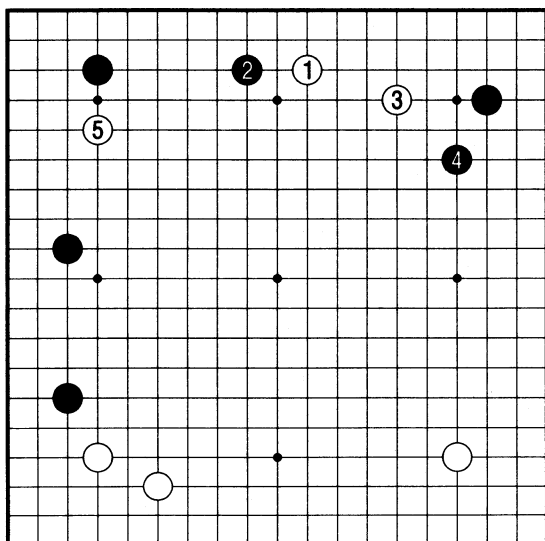
Dia. 18. White simplifies.

White's approach at 1 aims to simplify the position and avoid the problems of White 10 in Pattern 53. The sequence to White 5 is the expected continuation. This is an even result.

Pattern 54. A Modified Mini-Chinese Opening

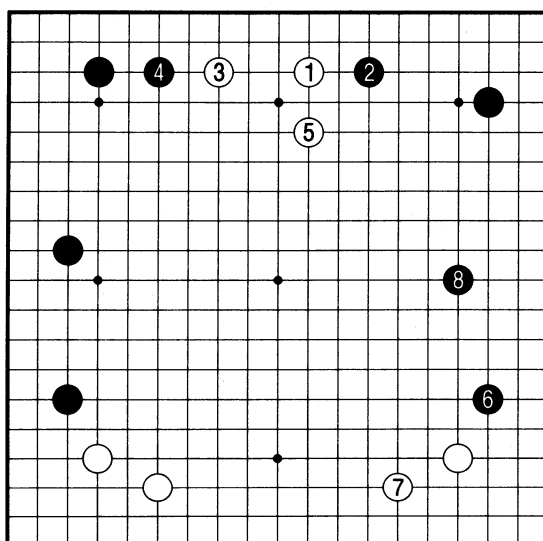


The sequence to Black 7 is a modified form of the mini-Chinese opening. After this White has to play so as to limit Black's influence at the top. Let's study the variations after Black 7.



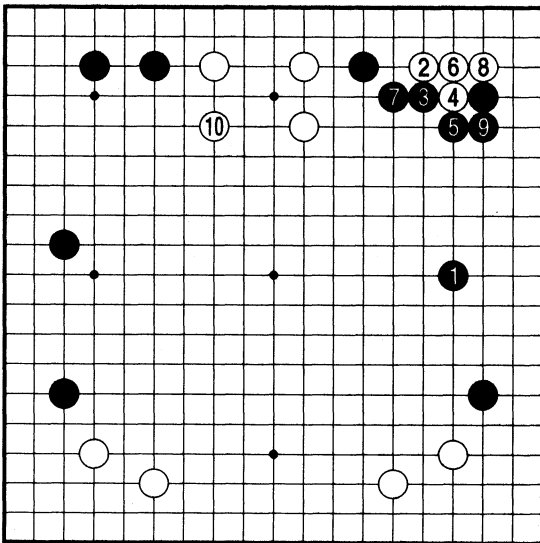
Dia. 1. Satisfactory for White

Splitting Black's position at the top with White 1 is the usual move in this position. However, the checking extension of Black 2 is played in the wrong direction. After exchanging 3 for Black 4, White approaches with 5. This opening is favorable for White.



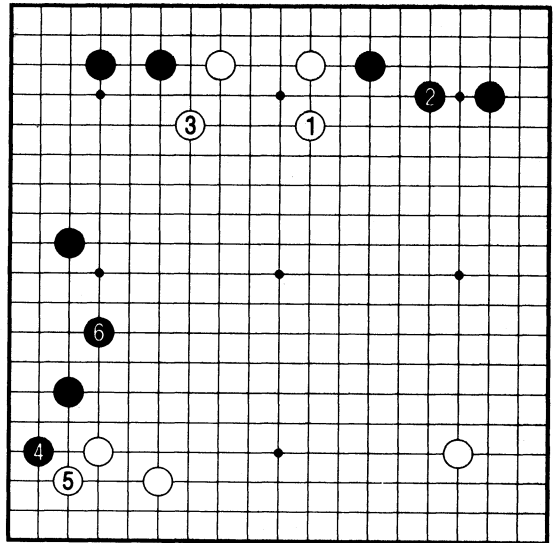
Dia. 2. The correct direction

Approaching with Black 2 is the correct direction. The sequence to Black 8 is a typical continuation. Next —



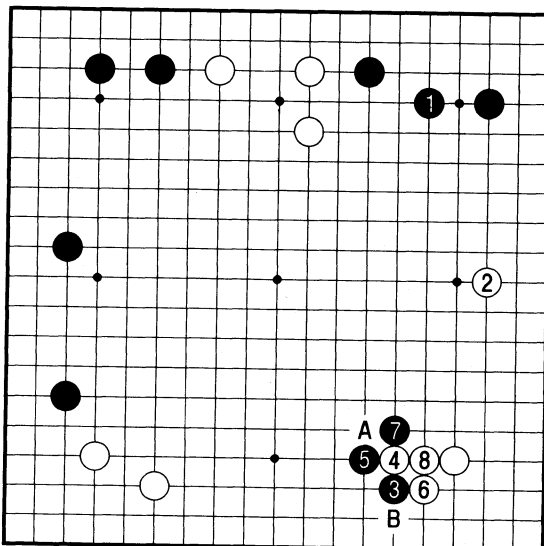
Dia. 3. Continuation

Against Black's extension to 1 (8 in *Dia. 2*), White's invasion at 2 is urgent. The sequence to White 10 is expected. This is an even result.



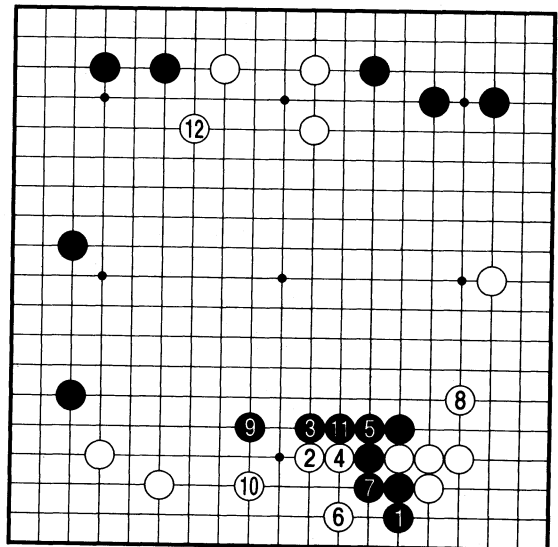
Dia. 4. Securing the corner

Securing the corner with Black 2 is another possibility. White 3 is a solid move that reinforces his position at the top. The result to Black 6 is even.



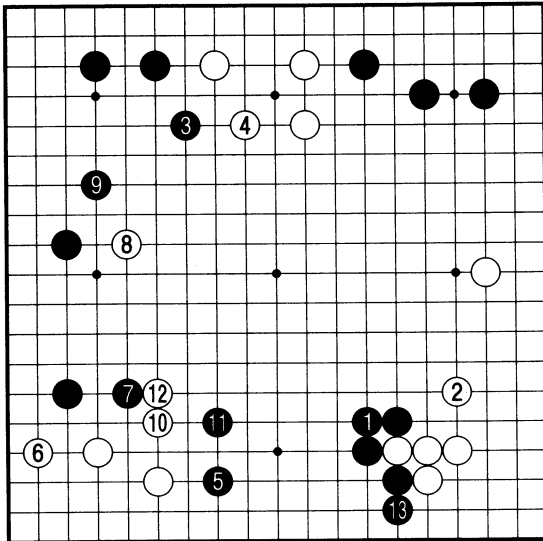
Dia. 5. White's choice

Against Black 1, White 2 is possible. Black's approach at 3 is natural. In response to White 4 and 6, Black 5 and 7 are joseki moves. After White connects with 8, Black has two choices: A and B.



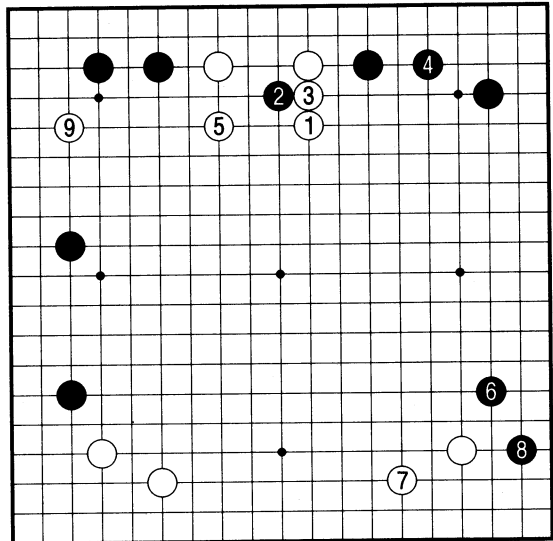
Dia. 6. White is satisfied.

Descending to Black 1 is not good in this position. White's pincer at 2 is an excellent move. The sequence to Black 11 is almost forced. Next, White takes the key point of 12. White is satisfied with this result.



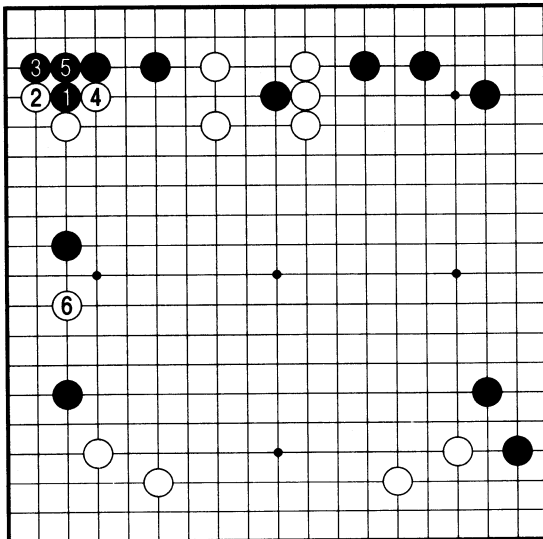
Dia. 7. The correct move for Black

Black's connection at 1 is the correct move. Black 3 and 5 are played in the right order. The result to Black 13 is even.



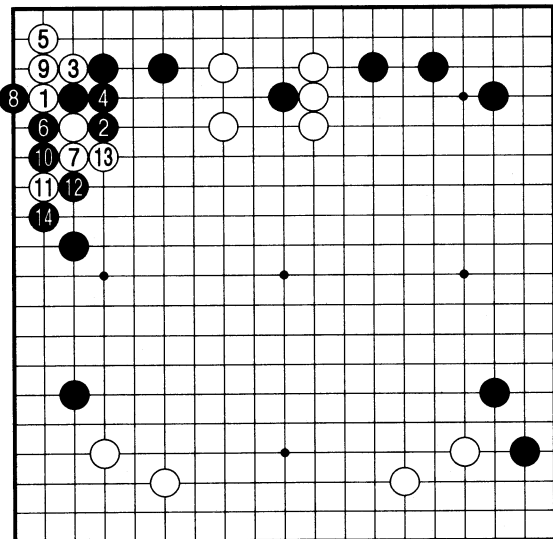
Dia. 8. An even result

Instead of Black 2 in *Dia. 4*, Black could first exchange 2 for White 3, then reinforce the corner with 4. White 5 is forced. The sequence to White 9 is one possible variation. Next —



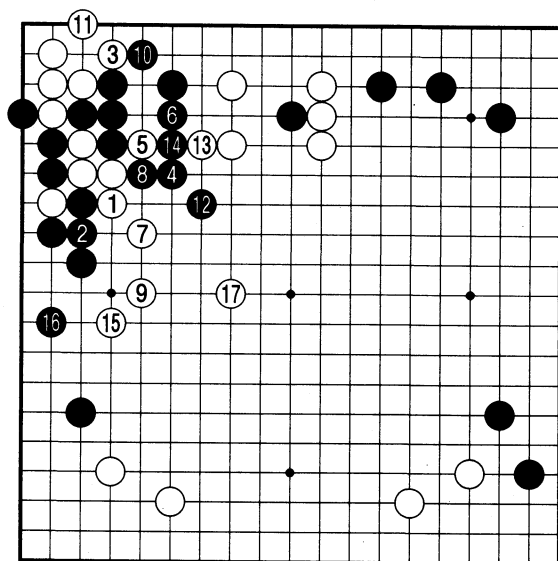
Dia. 9. Good for White

Black's diagonal attachment at 1 is the only move. However, against the hane of White 2, Black 3 is wrong. After the exchange of White 4 for Black 5, White invades with 6. This result is good for White.



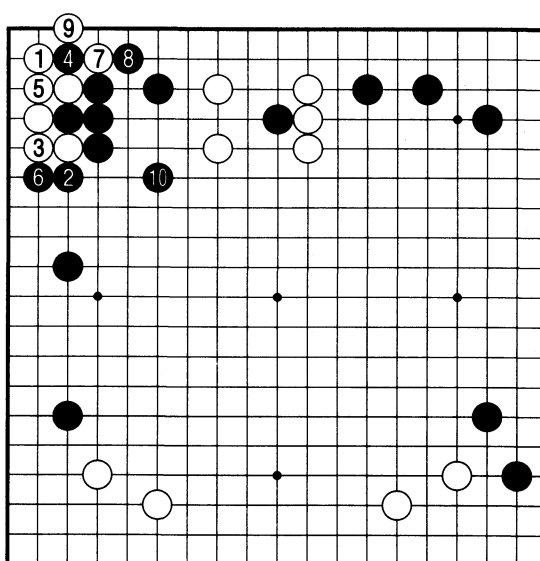
Dia. 10. Black's resistance

The hane of Black 2 is the correct response to White 1. However, Black 6 is unreasonable. The sequence to 14 is good for Black, but —



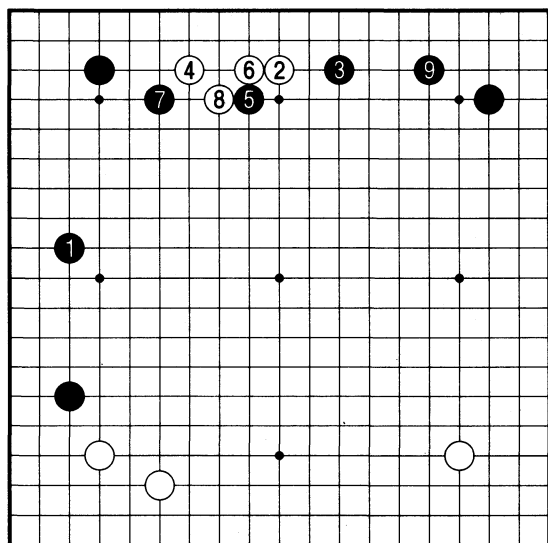
Dia. 11. Good for White

White 1 and 3 are the correct order of moves to settle both of White's groups. The sequence to White 17 can be expected. This result is clearly good for White.



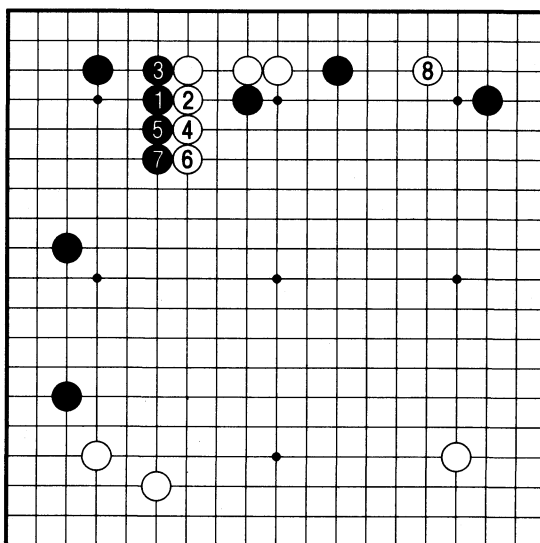
Dia. 12. The correct move for Black

Instead of 6 in *Dia. 10*, the atari of Black 2 is the correct move. Black 4 and 6 are good moves and White must capture with 7 and 9. Next, Black reinforces his stones with 10. This sequence is playable for Black.



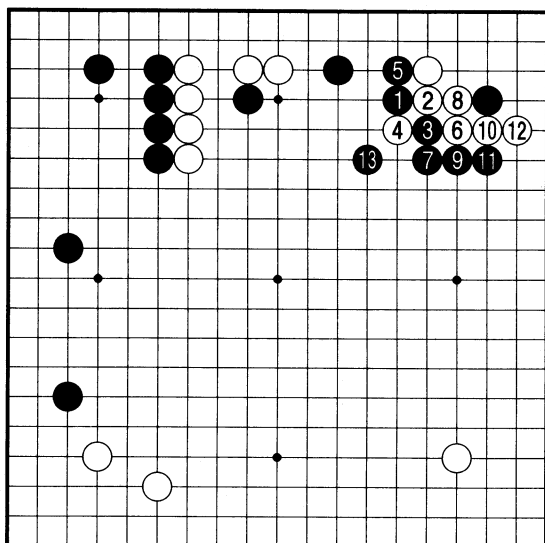
Dia. 13. Favorable for Black

After Black 1, splitting Black's position at the top with White 2 is unreasonable. After the exchange of Black 3 for White 4, Black 5 and 7 are the correct order of moves. If White answers with 8, Black secures the corner with 9. This is a favorable result for Black.



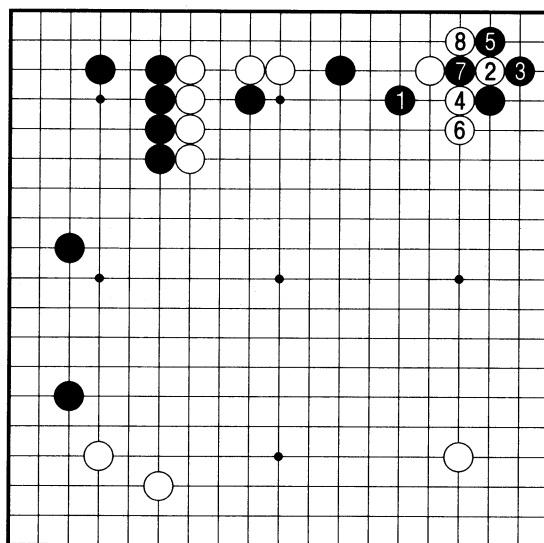
Dia. 14. A variation for White

Instead of 8 in *Dia. 13*, White could push up with 2. Blocking with Black 3 is the key point to secure the territory in the upper left. After the sequence to Black 7, White invades at 8. Next —



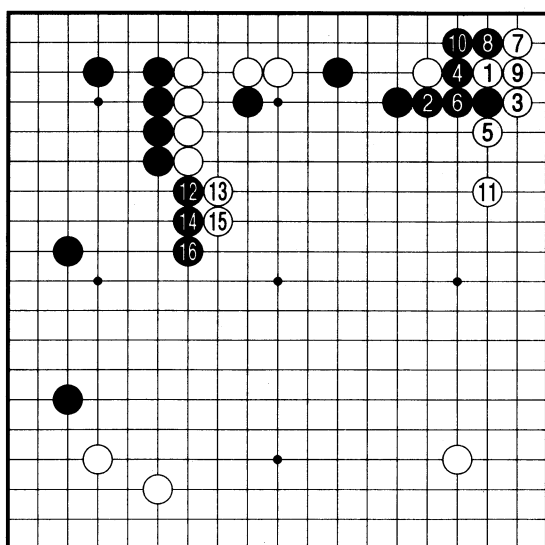
Dia. 15. Enough for Black

The shoulder hit of Black 1 is a good move. The sequence to Black 13 is one possible variation. Although the corner territory is not small, this opening is playable for Black because he can aim at White's weak stones on the left.



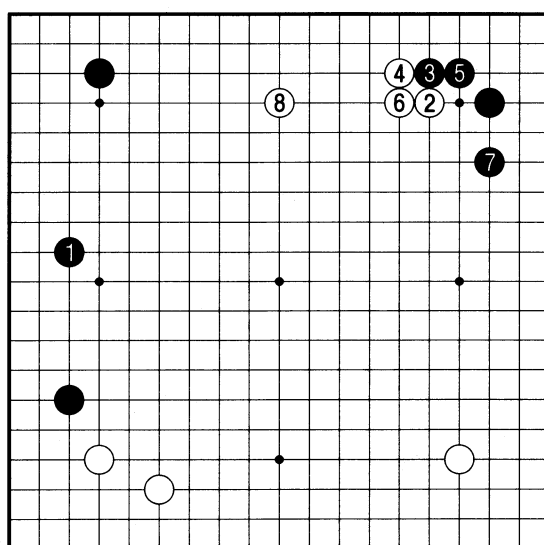
Dia. 16. A variation for White

Against Black 1, White could also attach with 2. However, Black 3 is not a good response. The sequence to White 8 results in a ko, but this is not good for Black because this ko favors White.



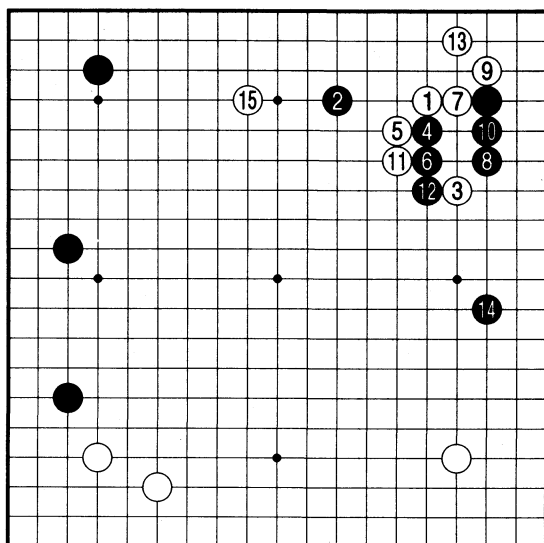
Dia. 17. The correct move for Black

Against the attachment of White 1, blocking with Black 2 is the correct move. If White hanes with 3, Black settles his stones in sente with the sequence to 10. Next, Black expands the left side with the sequence to 16. This is a good result for Black.



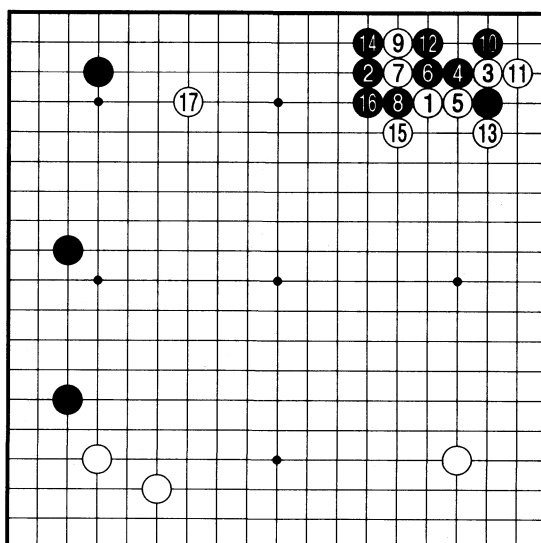
Dia. 18. Limiting Black's influence

Answering Black 1 with the high approach of White 2 is another strategy. Black's attachment at 3 aims to simplify the position by first taking territory. However, this sequence is playable for White because his move at 8 has limited Black's influence on the left.



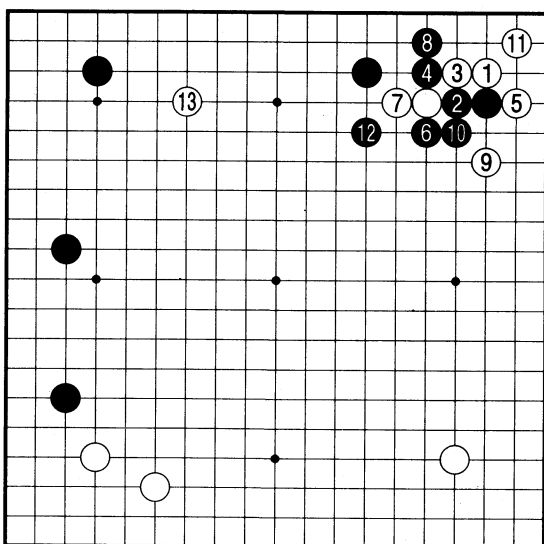
Dia. 19. A variation for Black

Against White 1, the two-space high pincer of Black 2 is also possible. The sequence to Black 14 can be expected. Next, White attacks Black's lone stone at 2 with 15. This result is better for White.



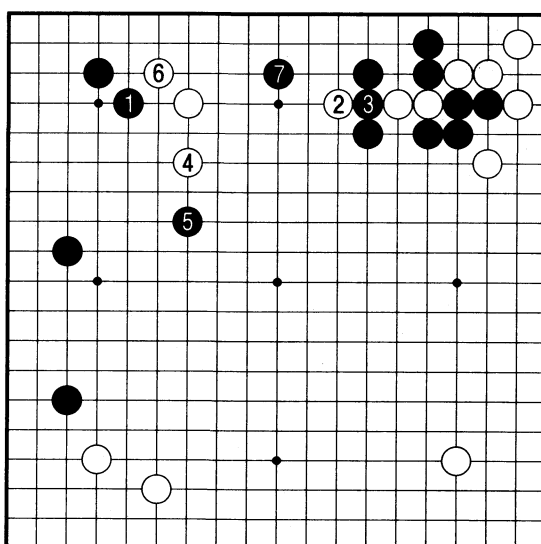
Dia. 20. A powerful pincer

Against White 1, Black tight pincer at 2 is another possibility. The sequence to Black 16 is a basic joseki. Next, White's approach at 17 is an urgent move. This result is playable for both sides.



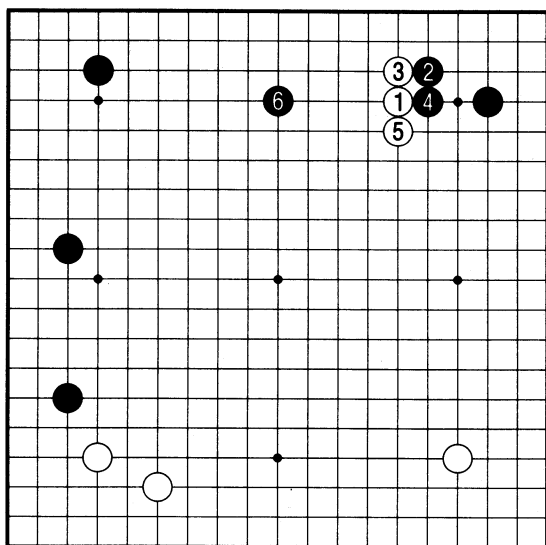
Dia. 21. Black's choice

Butting against the white stone with 2 and cutting with 4 gives Black a better result than *Dia. 20*. The sequence to Black 12 is another joseki. After White reduces Black's influence with 13 —



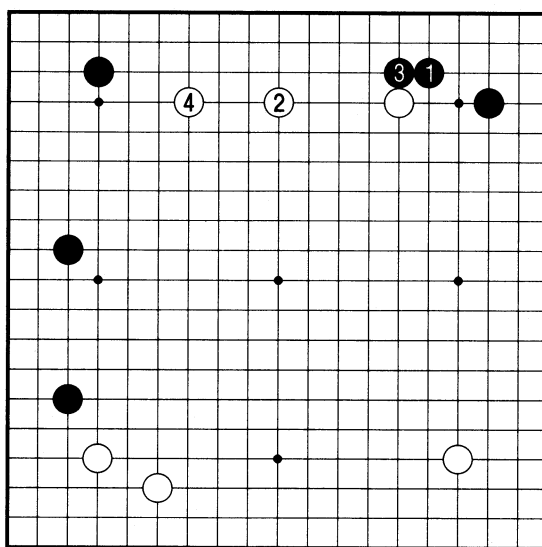
Dia. 22. Complicated fighting

The diagonal move of Black 1 is the key attacking point. The sequence to Black 7 is expected. However, the fighting that follows will be difficult.



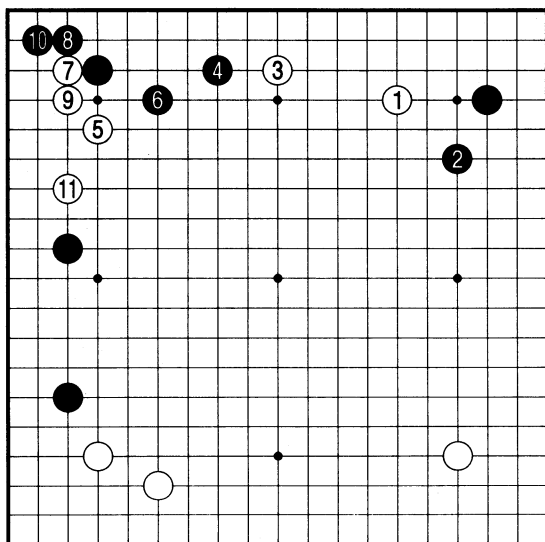
Dia. 23. White's stones are heavy

White's two-space approach at 1 is an interesting idea. However, against Black 2, White 3 is a heavy move. After the exchange of Black 4 for White 5, Black's pincer at 6 is painful for White.



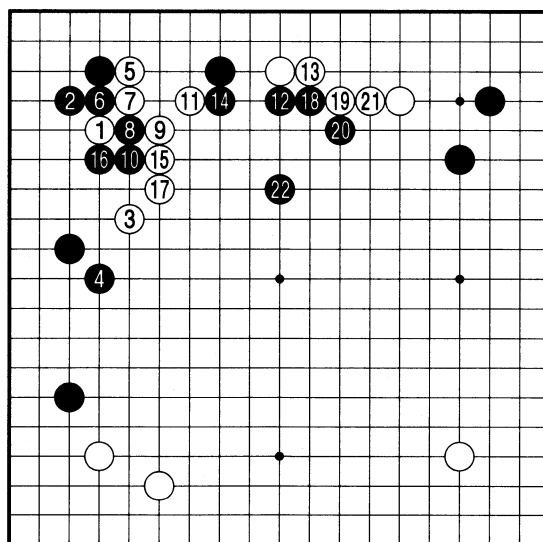
Dia. 24. Good judgment by White

Against Black 1, White 2 is a good move. If Black pushes at 3, White extends again to 4. This is a good result for White.



Dia. 25. The correct response

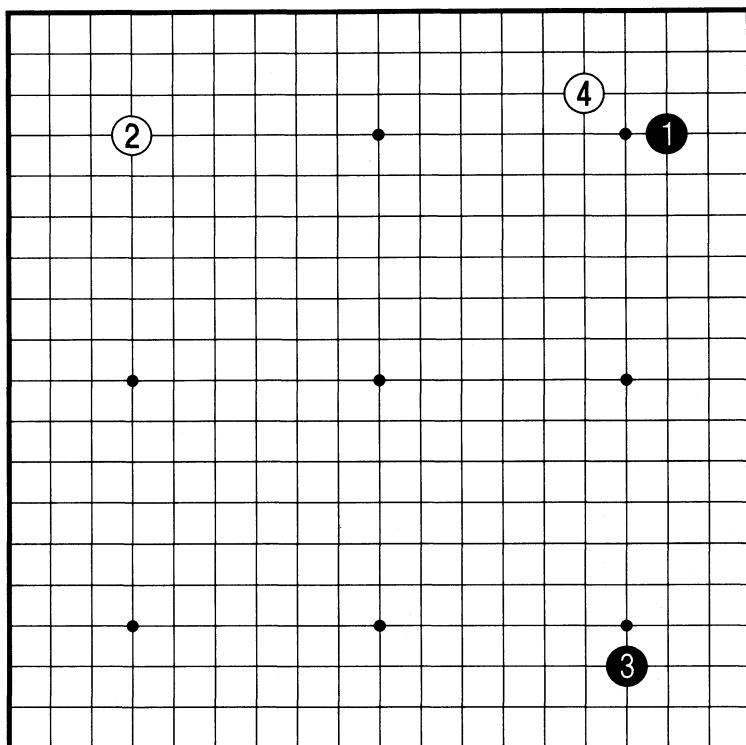
Against White's approach at 1, the knight's move of Black 2 is the correct response. The sequence to White 11 is a basic opening pattern. This opening is playable for both sides.



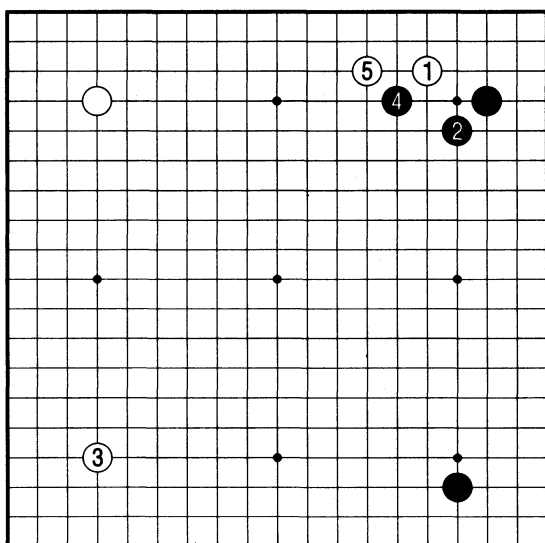
Dia. 26. A complicated middle-game fight

Against White's approach at 1, Black's diagonal move at 2, playing for territory, is another possible strategy. After the exchange of 3 for Black 4, White attaches with 5. The sequence to Black 22 will lead to a very complicated middle-game fight.

Pattern 55. White's Immediate Pincer

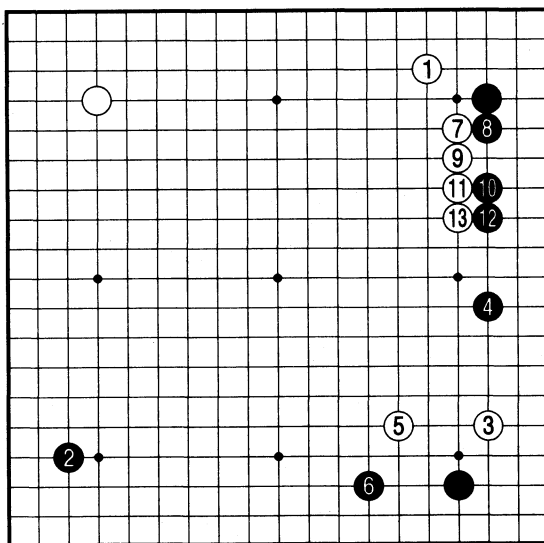


Without occupying the empty corner, White approaches the black stone at 1 with 4. This move aims to prevent Black from forming a modified mini-Chinese opening. Let's study the variations after this move.



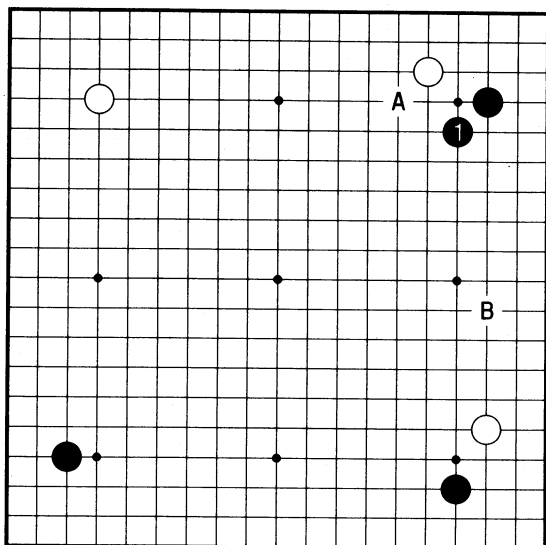
Dia. 1. Black development is a bit slow.

Answering White 1 with the diagonal move of Black 2 is a bit slow. White takes the empty corner with 3. The result to 5 is good enough for White.



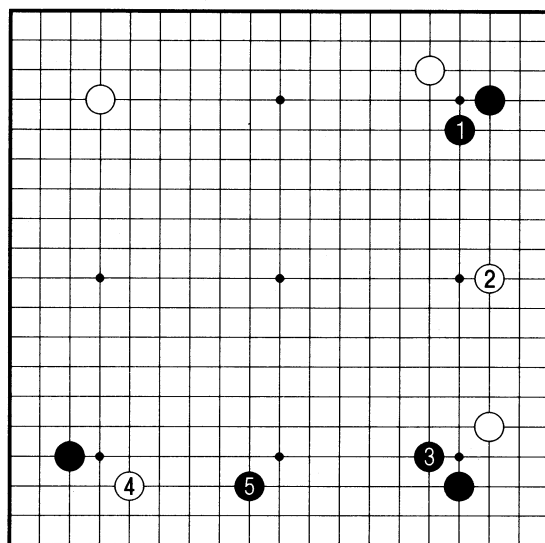
Dia. 2. Black's position is too low.

Black 2 is the natural move. However, against White 3, Black's pincer at 4 is questionable. White 5 and 7 are a good combination. After the sequence to White 13, Black's position is too low.



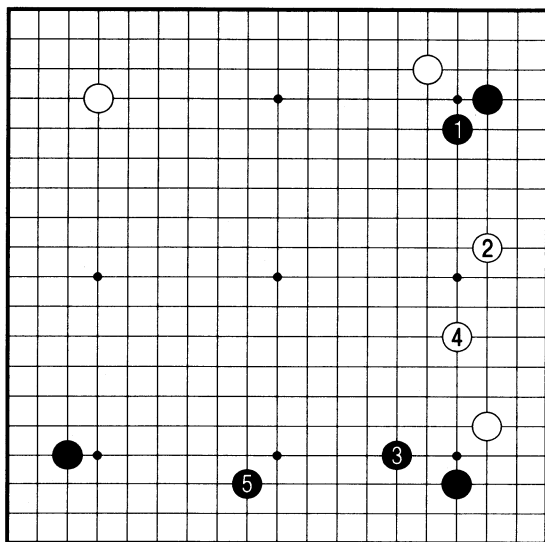
Dia. 3. A solid move

Black's diagonal extension to 1 is a solid move. The points A and B are now miai. This pattern is known as the Shusaku opening. Black should have no complaints with his position. Next —



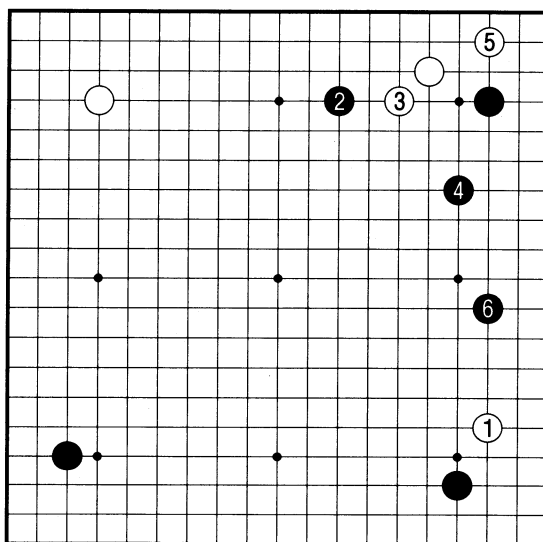
Dia. 4. Playable for both sides

If White extends to 2, another diagonal extension to Black 3 is again a solid move. Black's pincer at 5 is the key point when responding to White's approach at 4. This result is playable for both sides.



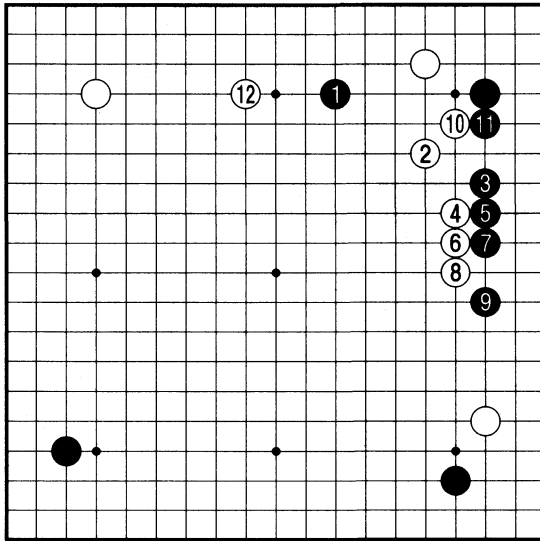
Dia. 5. A variation for White

Extending all the way to White 2 is also possible in this position. The sequence to Black 5 is normally expected. This opening is also playable for both sides.



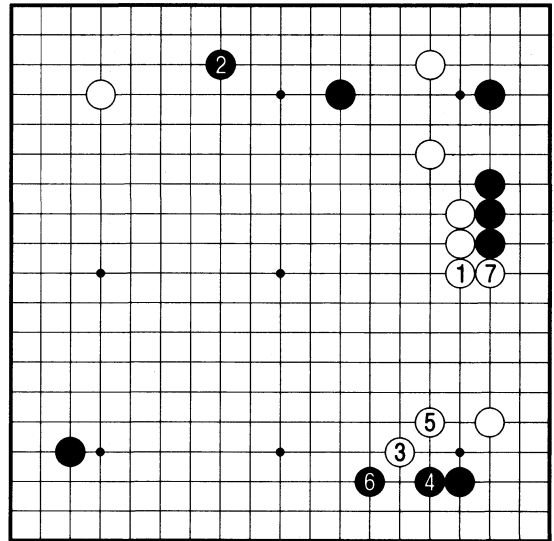
Dia. 6. Black's two-space high pincer

Black could also make a two-space high pincer with 2 against White 1. However, White 3 and 5 are questionable. Black 4 and 6 are very good moves. This result is favorable for Black.



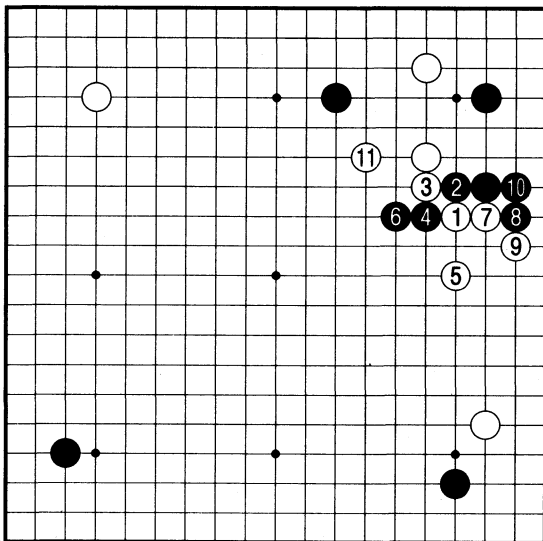
Dia. 7. The correct response

Answering Black 1 with the two-space jump of White 2 is the correct response. If Black answers with 3, the sequence to White 12 is necessary. This opening is good for White.



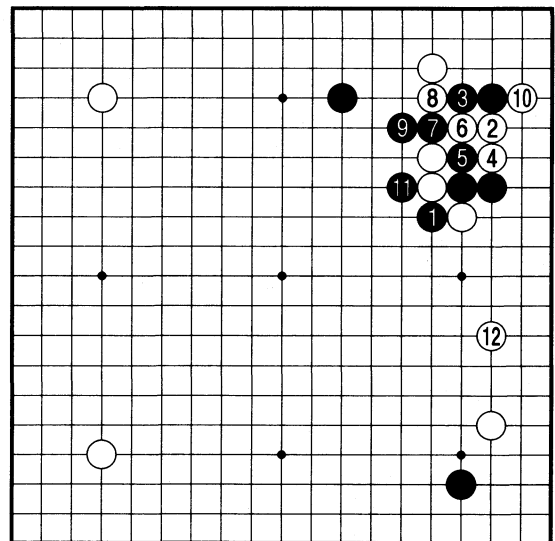
Dia. 8. Black's choice

If Black doesn't like the result in *Dia. 7*, Black's extension to 2 is an alternative. However, after the sequence to Black 6, blocking with White 7 is an excellent move. This result is also playable for White.



Dia. 9. Complicated fighting

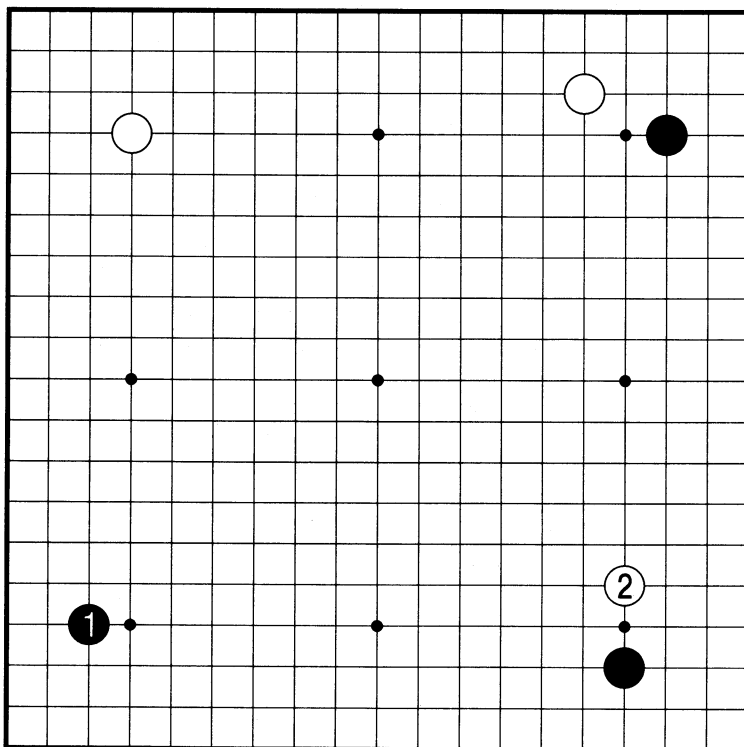
Black could also cut through with 2 and 4. The sequence to White 11 is almost forced. A complicated middle-game fight is inevitable.



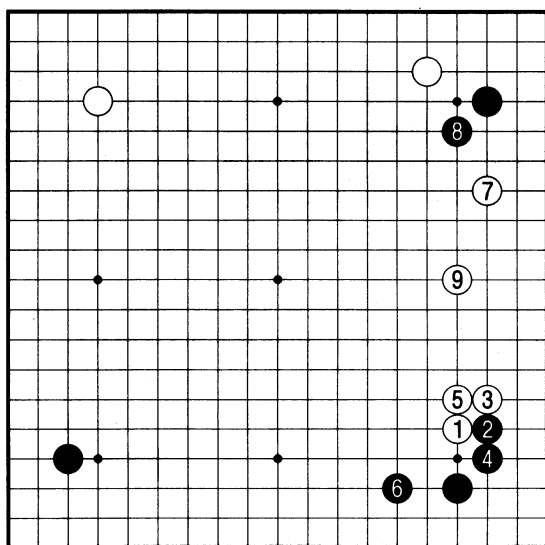
Dia. 10. Variation for White

When Black cuts with 1, White's attachment at 2 is also possible. The sequence to Black 11 is a basic joseki. Next, White extends to 12. This is a good result for White.

Pattern 56. The One-Space Approach

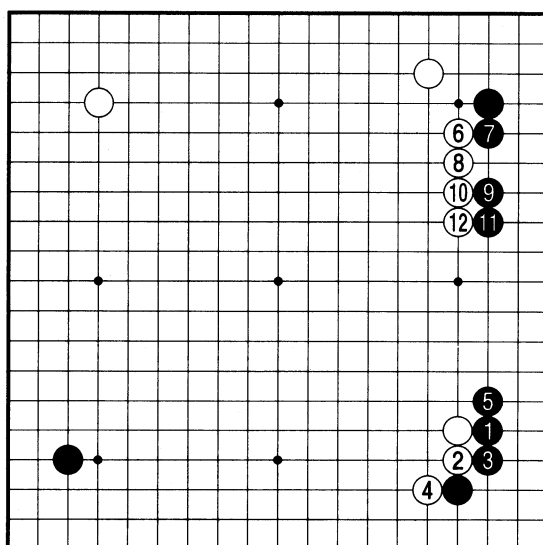


When Black takes the empty corner with 1, White makes a one-space high approach with 2. Let's study the variations after this move.



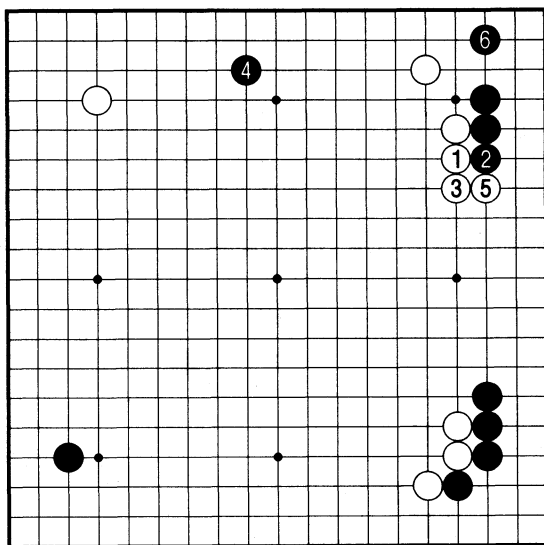
Dia. 1. An even opening

Against White 1, Black's attachment at 2 emphasizes territory. Next, expanding the right side with the sequence to 9 is the key idea. This opening is playable for both sides.



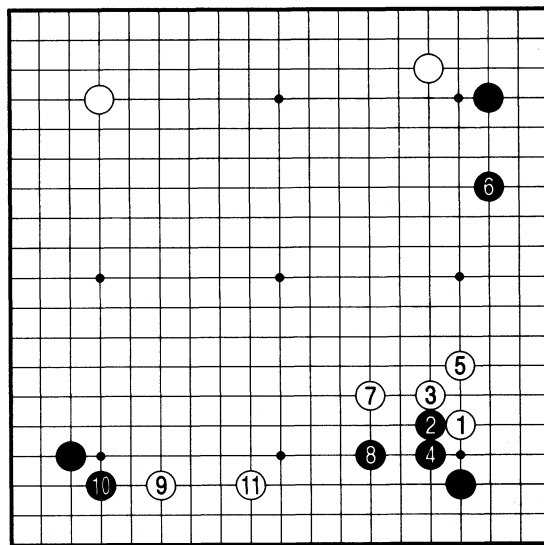
Dia. 2. Black's position is too low.

Against Black's attachment at 1, White presses the black stones with 2 and 4, then, after Black 5, presses in the upper right with 6. This move is a special tactic. If Black answers with the sequence to 11, White 12 is an excellent move. Black's position on the right side is too low.



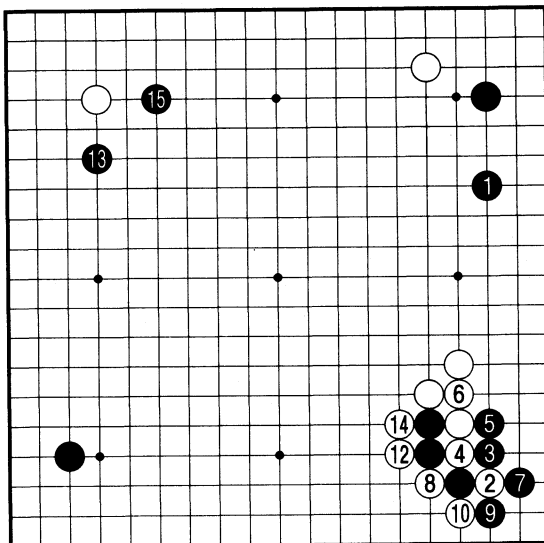
Dia. 3. An equal result

After White 1, Black exchanges 2 for White 3. Splitting the top with Black 4 is a good move. The result to Black 6 is even.



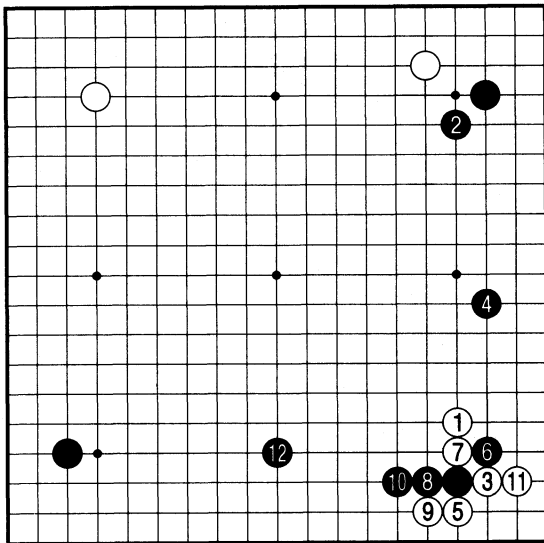
Dia. 4. Black's choice

Against White 1, attaching on top with Black 2 is also possible. Next, White 3, Black 4, and White 5 are necessary. Black's extension to 6 is an excellent move. The result to White 11 is even. Next —



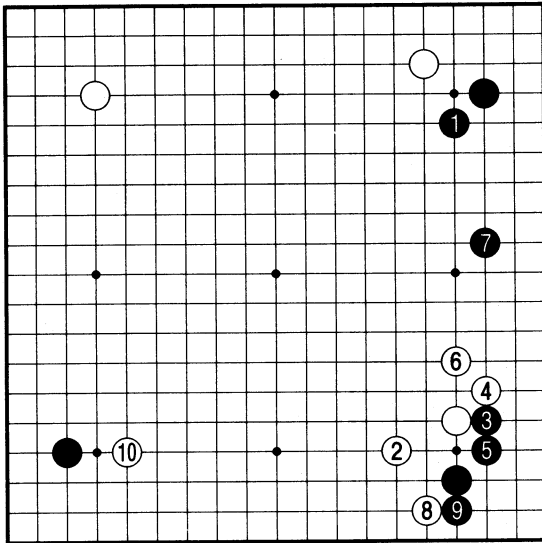
Dia. 5. Black is developing quickly.

Against Black 1, the attachment of White 2 aims for influence. However, after the sequence to White 12, Black breaks the ladder with 13; this is painful for White. After 15, Black is developing more quickly than White. (Black 11 connects at 2.)



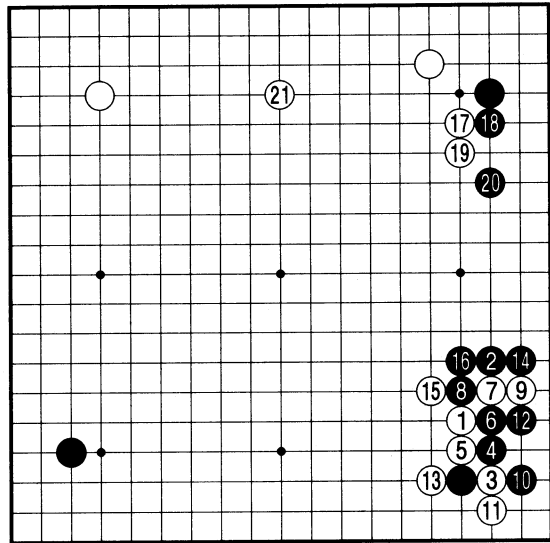
Dia. 6. A variation for Black

Responding to White 1 with the diagonal extension of Black 2 is also possible. This move focuses on the right side. Black 4 has the same aim. The sequence to Black 12 can be expected. This result is playable for both sides.



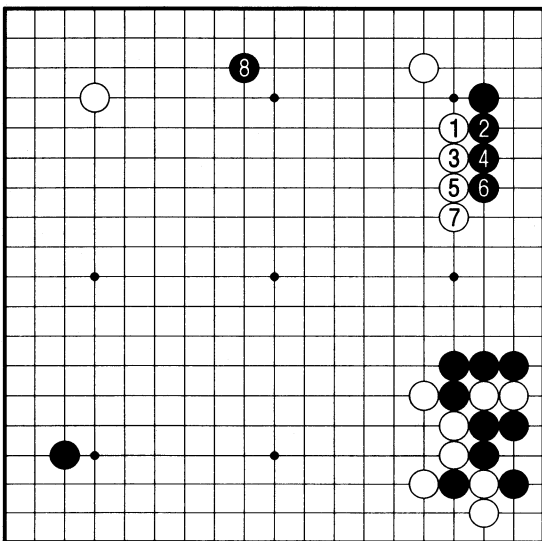
Dia. 7. Focusing on influence

Against Black 1, White can play for influence with 2. The sequence to White 10 can be expected. The result of this opening is also even.



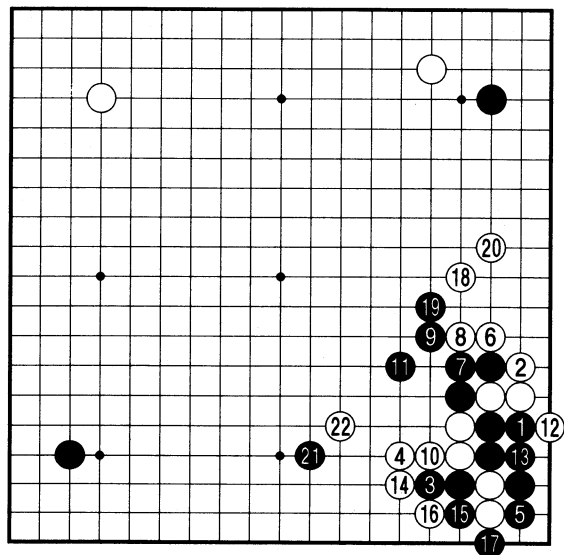
Dia. 8. Black's pincer

Answering White 1 with the pincer of Black 2 is another possible strategy. The sequence to Black 16 is a basic joseki. However, Black 20 is questionable. White 21 is an excellent extension, giving White a good result.



Dia. 9. Limiting White's influence

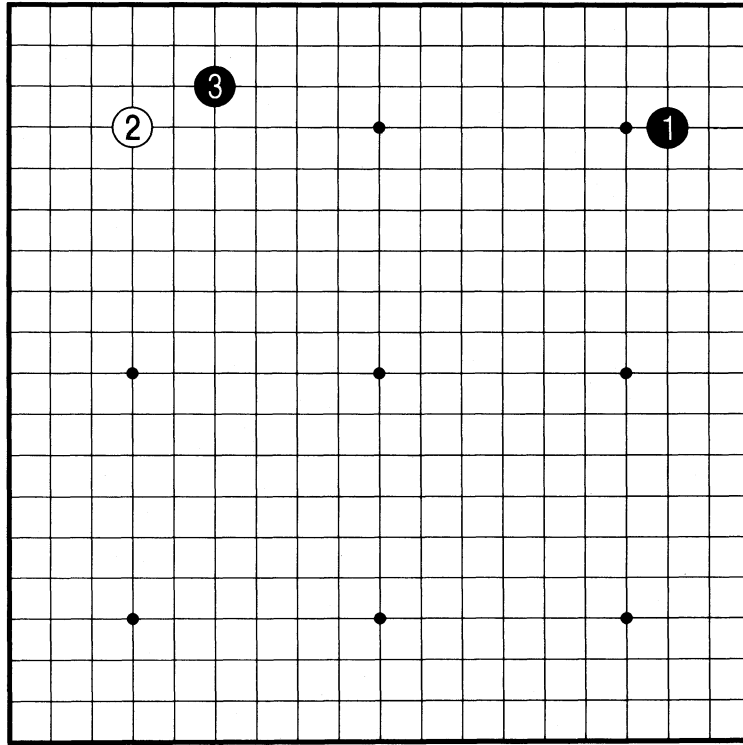
Instead of 20 in *Dia. 8*, crawling with Black 4 and 6, then splitting White's position at the top with 8 is the way to limit White's influence. This opening is playable for Black.



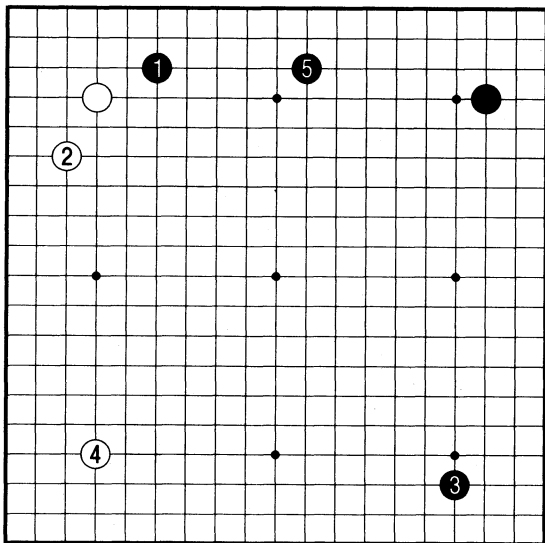
Dia. 10. White's choice

If the ladder is favorable, White can turn with 2 after Black 1. The sequence to Black 21 is a basic joseki. After White 22, a complicated middle-game fight is inevitable.

Pattern 57. A Dynamic Probe

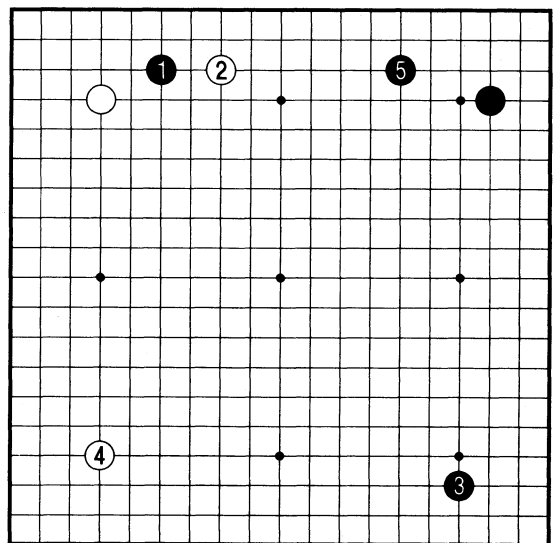


At this early stage of the game, the approach of Black 3 is a kind of probe. Let's discuss the variations after this move.



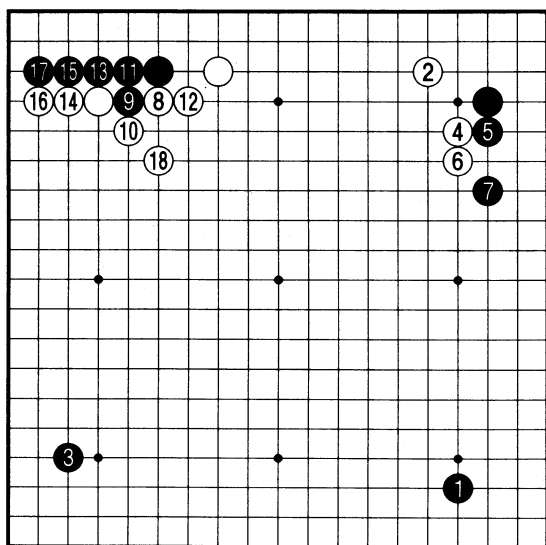
Dia. 1. Black's aim

If White answers Black 1 with 2, Black aims to take an empty corner with 3. If White now takes the remaining empty corner with 4, Black can set up a mini-Chinese opening with 5.



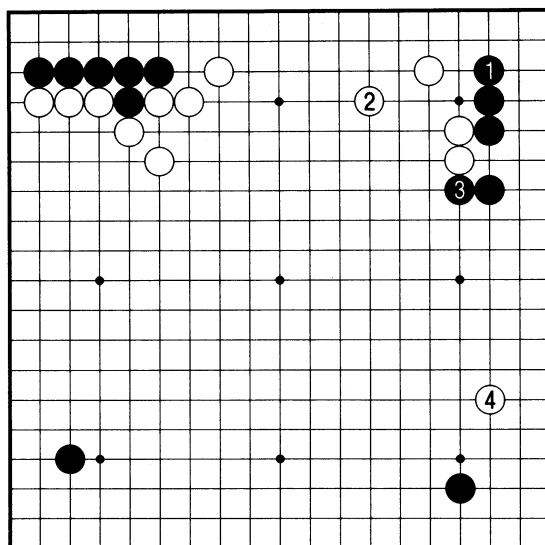
Dia. 2. White's resistance

Against Black 1, White's pincer at 2 prevents Black from setting up a mini-Chinese opening. Black 3 and 5 are the key points in this position. This opening is playable for both sides.



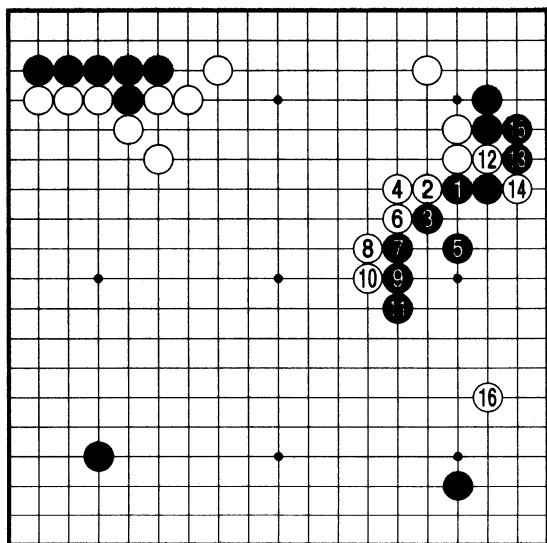
Dia. 3. A positive approach

After Black 1, White can approach with 2. If Black takes the last empty corner with 3, Black plays the sequence to 7. The attachment of White 8 is now the key point. The continuation to White 18 can be expected. Next —



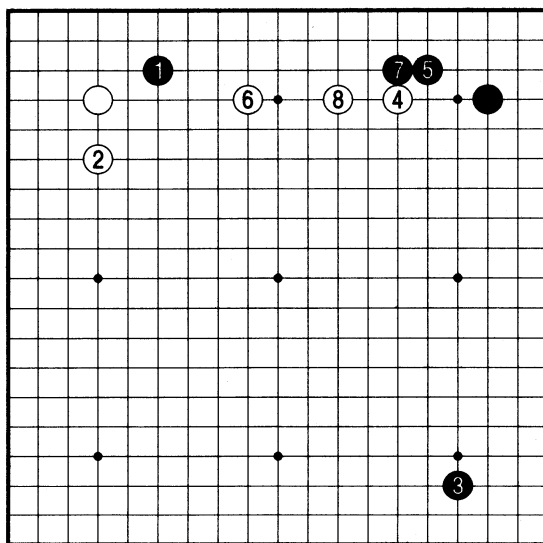
Dia. 4. A calm move

Black 1 is a calm but solid move in this position. White must defend with 2. The result to White 4 is even.



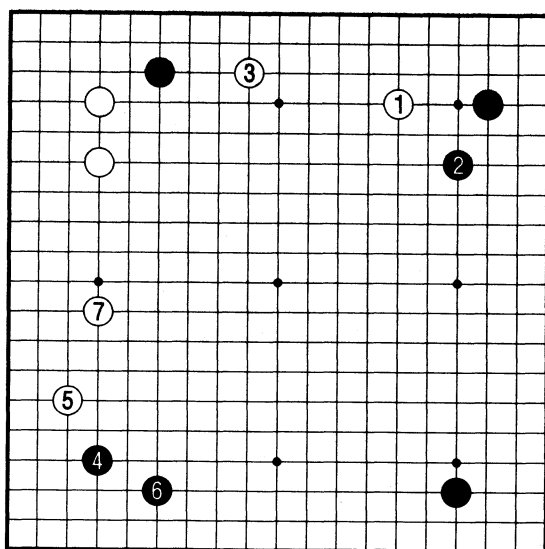
Dia. 5. White is ahead.

After White 18 in *Dia. 3*, pushing with Black 1 is questionable. The sequence to White 14 is a good move order. Next, White approaches with 16. This result is good for White.



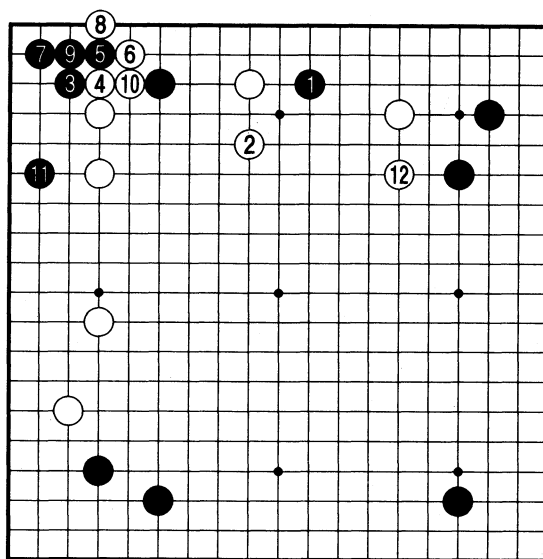
Dia. 6. White's choice

White could also answer Black 1 with the one-space jump to 2. Against Black 3, White 4 is the key point. If Black makes an enclosure with 5, White 6 and 8 are the key attacking moves. White is satisfied with this result.



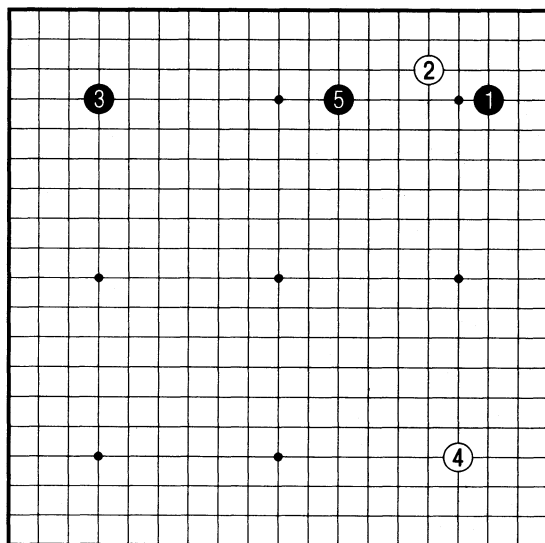
Dia. 7. An even result

Against White 1, the knight's move of Black 2 is normal in this position. If White pincers with 3, Black takes the empty corner with 4. The result to White 7 is even. Next —



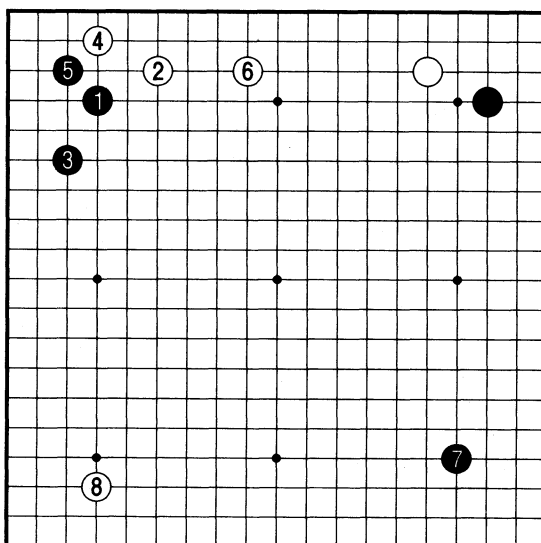
Dia. 8. Continuation

After the exchange of Black 1 for White 2, Black's invasion at 3 is the normal move. The sequence to White 12 can be expected. This is also an even result.



Dia. 9. White's approach

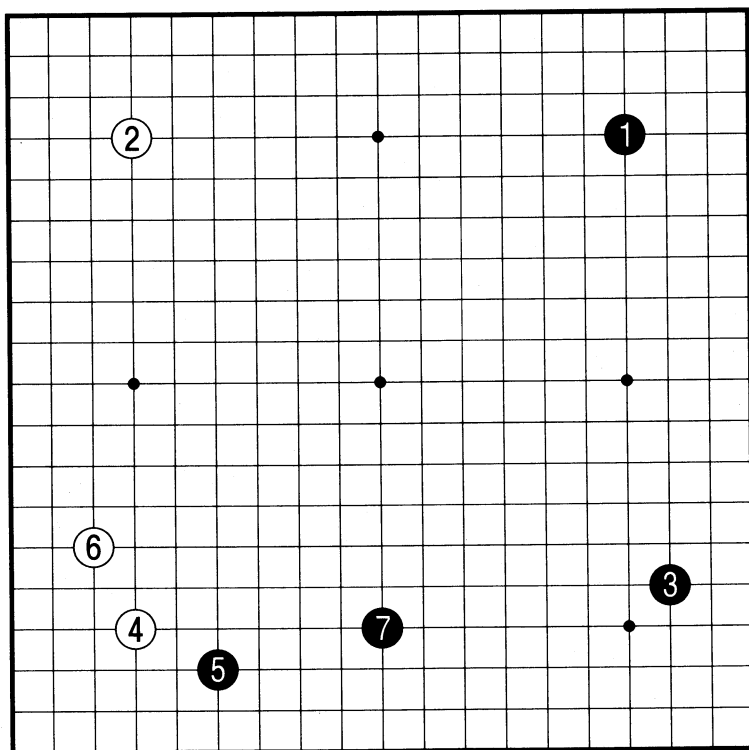
White's immediate approach at 2 is also possible. However, answering Black 3 with White 4 is dubious. Black's pincer at 5 is severe on White. This result is favorable for Black.



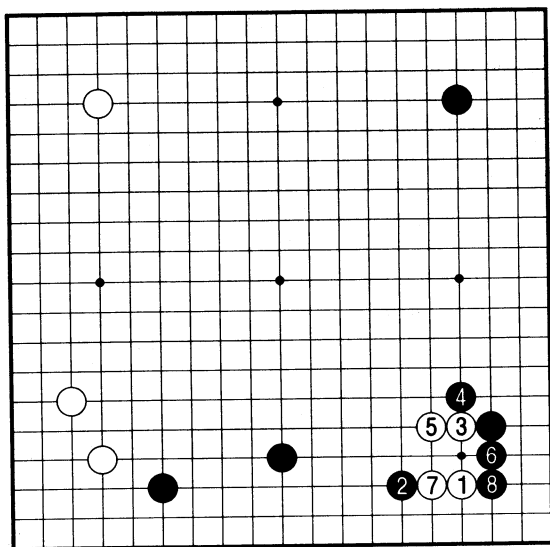
Dia. 10. White's choice

Against Black 1, the approach of White 2 is the correct move. After Black 3, White has to settle these stones immediately with 4 and 6. Black 7 and White 8 can be expected. This result is playable for both sides.

Pattern 58. Inducing White to Invade

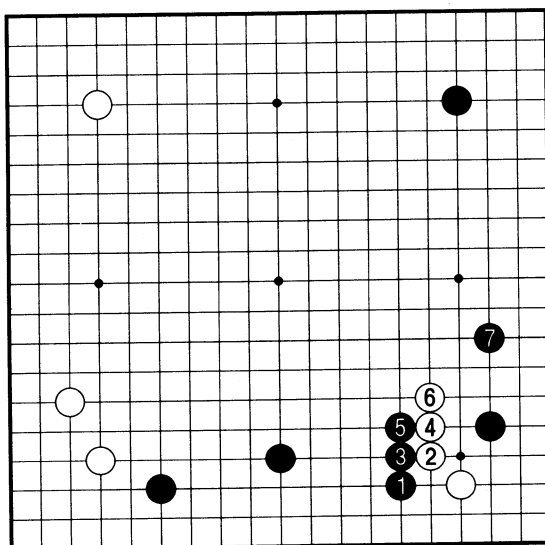


Black sets up a moyo with 3, 5, and 7. With these moves, Black hopes to induce White to enter this moyo. He will then attack the invading stones. Let's discuss the variations after these moves.



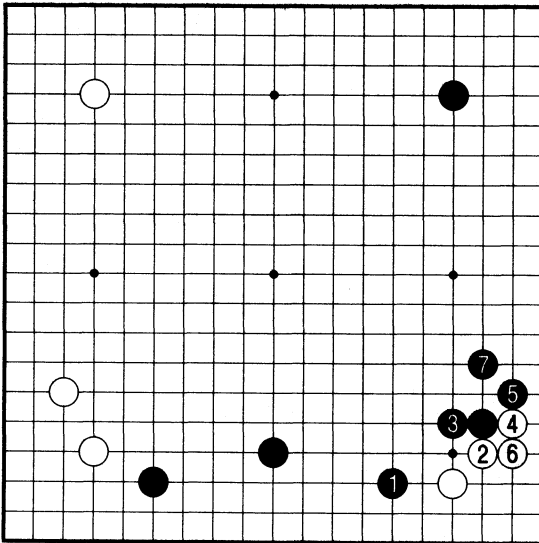
Dia. 1. Satisfactory for Black

Against White's approach at 1, the pincer of Black 2 is the correct move. The sequence to White 7 is one possible variation, but now White has no proper extension.



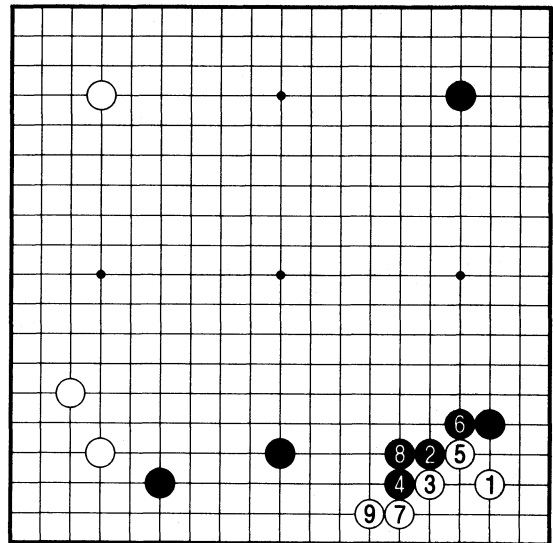
Dia. 2. Not good for White

Against Black 1 and 3, White 2 and 4 are also possible. After the exchange of Black 5 for White 6, the two-space extension of Black 7 is a good move. This result is not good for White.



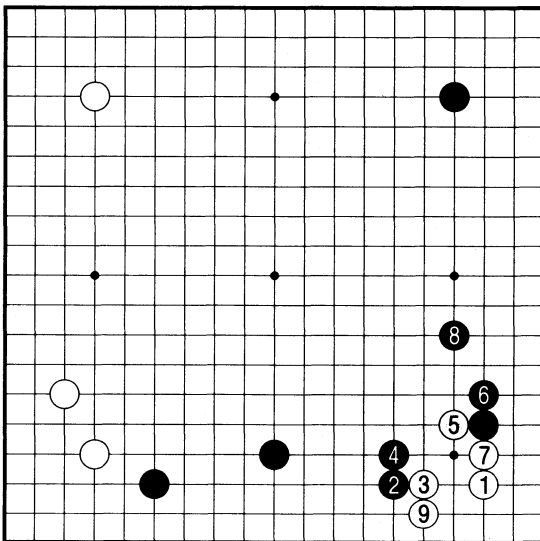
Dia. 3. Black is thick.

Living in the corner with the sequence to White 6 is also possible. However, Black's diagonal connection at 7 is a thick move. This result is bad for White.



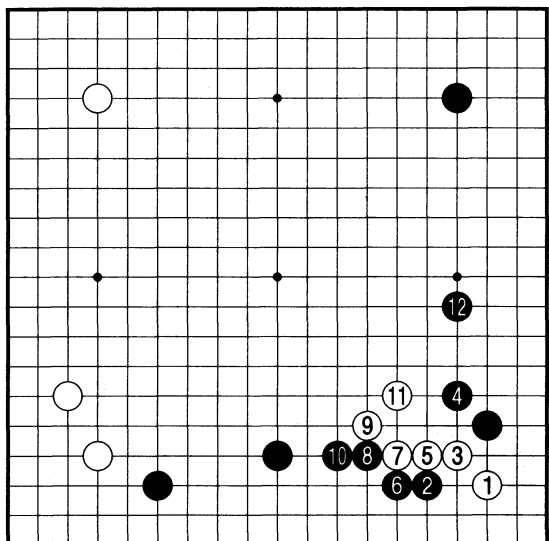
Dia. 4. Approaching on the 3-3 point

White's 3-3 point approach at 1 is an interesting idea. When Black pinches with 2, the attachment of White 3 is a good move. The result to White 9 is favorable for White.



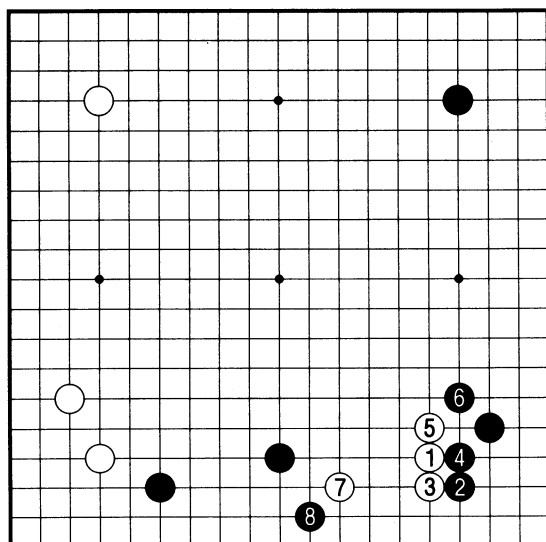
Dia. 5. Favorable for White

Black could also play a pincer one space farther away with 2. White's attachment at 3 is a good response. If Black next extends to 4, the result to 9 is favorable for White.



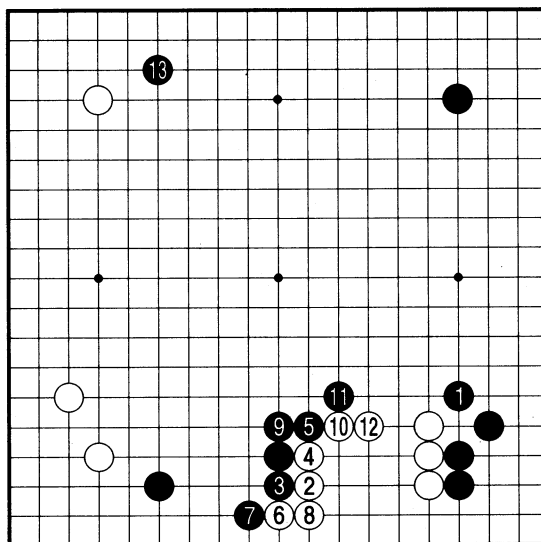
Dia. 6. Black has the advantage.

Against the approach on the 3-3 point with 1, Black's pincer at 2 is the best move. The sequence to Black 12 can be expected. Black will have the advantage in this fight.



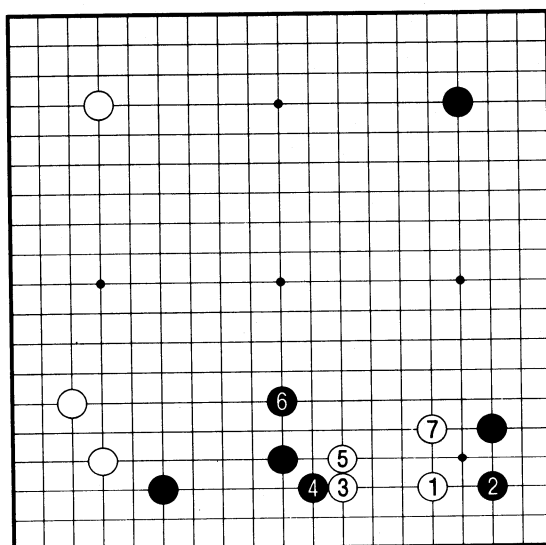
Dia. 7. Satisfactory for Black

The high approach of White 1 is also possible. Attacking the white stones with 2 to 8 is a good strategy. This result is satisfactory for Black, because he is taking territory while attacking.



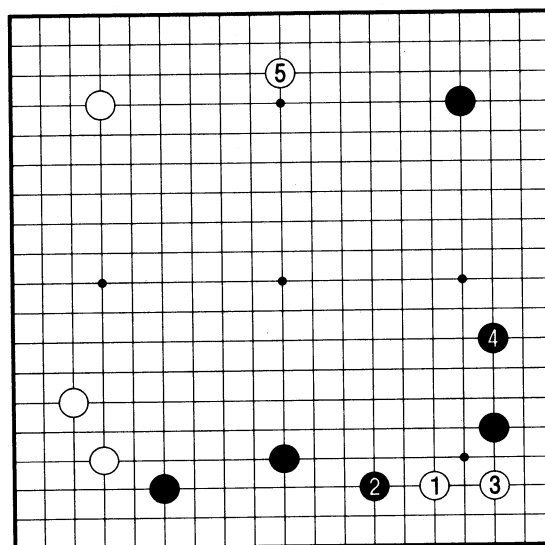
Dia. 8. Black's position is thick

Against Black 1 (6 in *Dia. 7*), White aims to settle his stones quickly with 2. The sequence to White 12 can be expected. Next, Black approaches with 13. This result is also good for Black.



Dia. 9. An even result

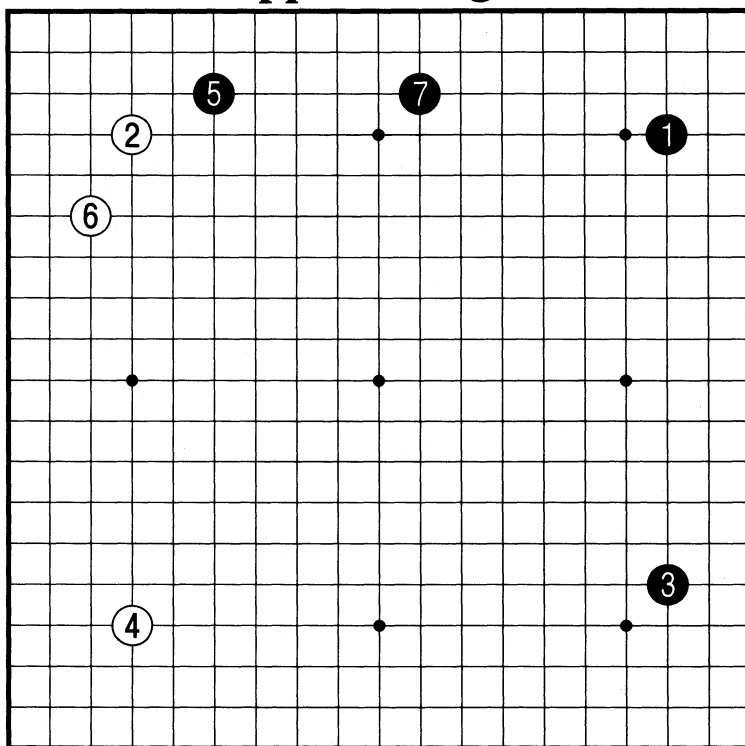
Approaching with White 1 is the correct move in this position. The sequence to White 7 can be expected. This is an even result.



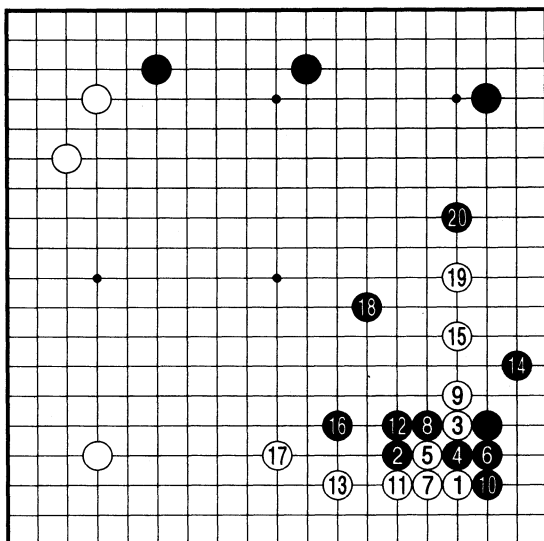
Dia. 10. Favorable for White

Against White 1, Black's pincer at 2 is questionable. White can take the corner with 3 in sente. Next, White extends to 5. This opening is favorable for White.

Pattern 59. Approaching the 3-5 Point

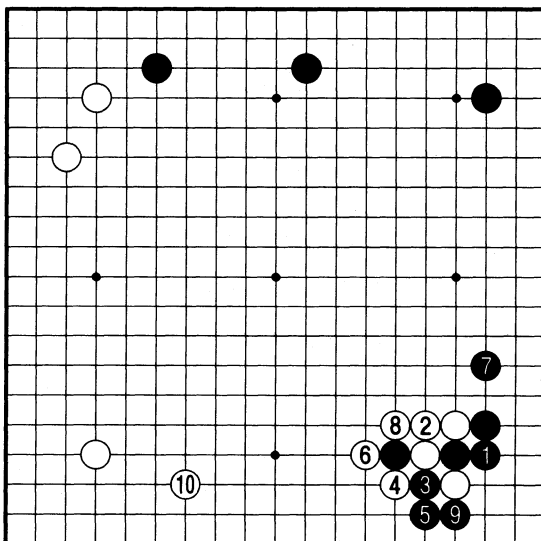


Black has completed the mini-Chinese opening at the top. The point for White now is how to approach the stone on the 3-5 point in the lower right corner. Let's discuss the variations after Black 7.



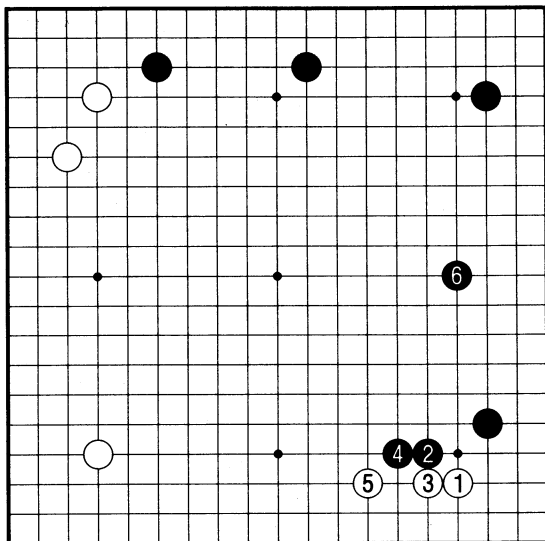
Dia. 1. Difficult for White

White's approach at 1 seems to be the first choice. The sequence to White 19 is a variation of the taisha joseki. However, Black 20 is a very good move in this position. This result is good for Black.



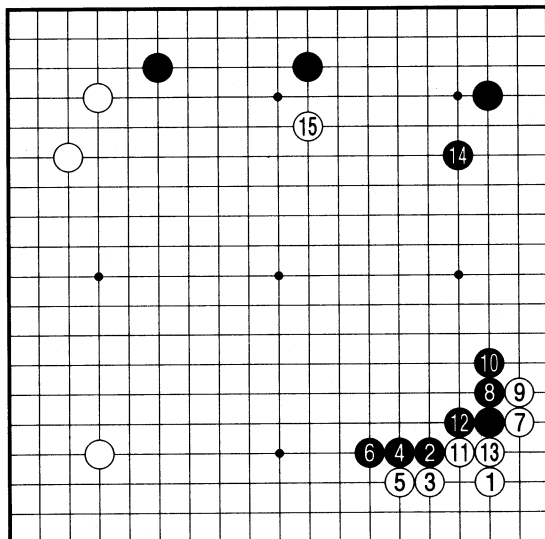
Dia. 2. A variation for White

Against Black's connection at 1 (6 in *Dia. 1*), White's connection at 2 is a clever move. Locally, the sequence to Black 9 is slightly better for Black. However, White can take the biggest point on the board with 10. This opening is playable for both sides.



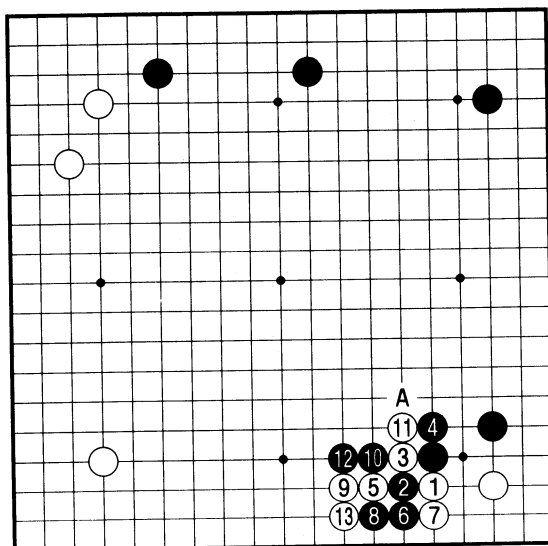
Dia. 3. Black is ahead.

Against White's approach at 1, pressing with Black 2 is a good choice in this position. The sequence to 6 gives Black a dynamic result.



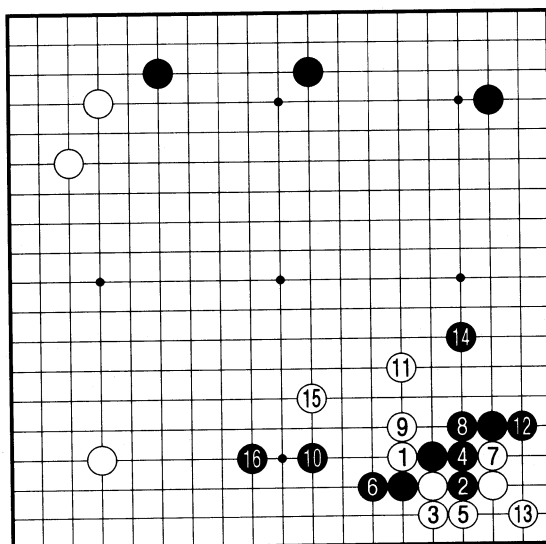
Dia. 4. An even result

White's approach on the 3-3 point with 1 is another way of playing. Against the knight's move of Black 2, White's attachment at 3 is the key point for settling his stones. The sequence to White 13 is a basic joseki. White next starts to erase Black's moyo with 15. This opening is playable for both sides.



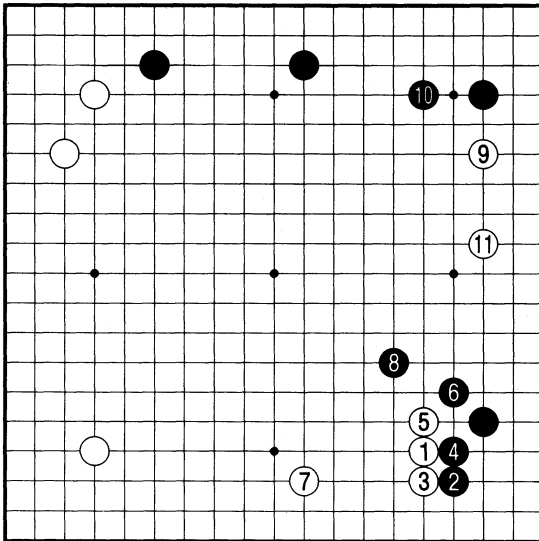
Dia. 5. A ladder

Against White 1, the hane of Black 2 is natural, but, when White cuts with 3, Black 4 is not good in this position. After the sequence to White 13, the ladder starting with Black A does not work. Black's position collapses.



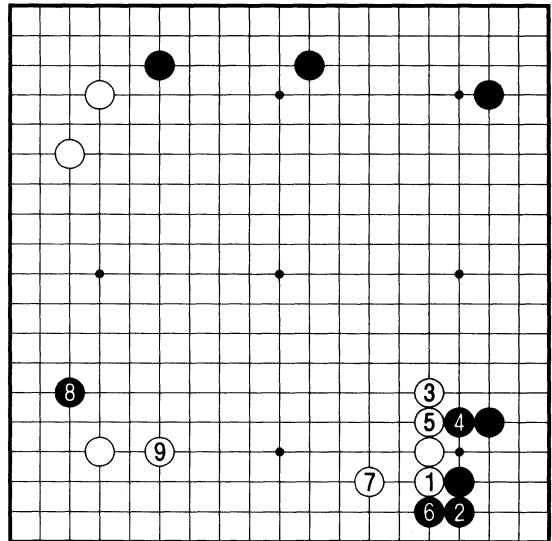
Dia. 6. Sufficient for Black

After White cuts with 1 (3 in *Dia. 5*), Black exchanges 2 for White 3. Black then connects with 4. This is a good combination. The sequence to Black 16 is the expected continuation. This result is good for Black.



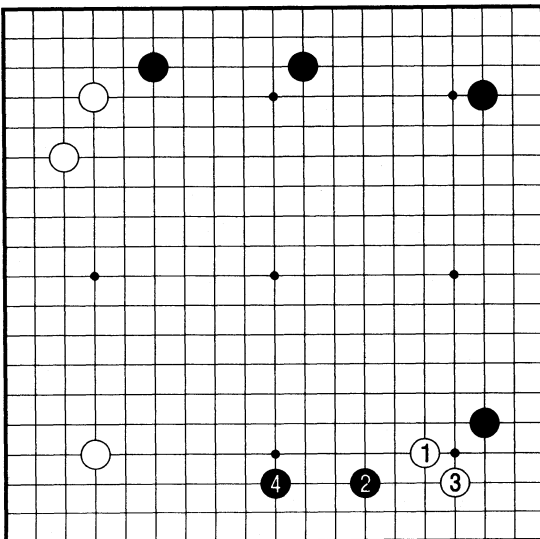
Dia. 7. The proper approach

The high approach of White 1 is the proper move in this position. If Black expands the right side with 2 to 8, White 9 is an excellent move. The result to White 11 is even.



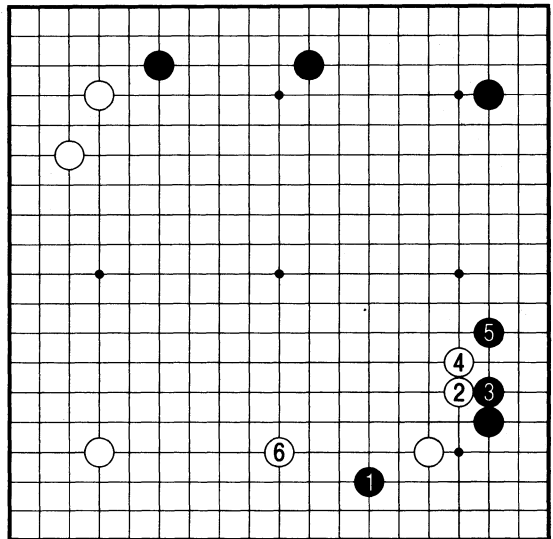
Dia. 8. A variation for White

Against White 1 (3 in *Dia. 7*), Black 2 emphasizes territory. The sequence to White 13 can be expected. This result is also even.



Dia. 9. A powerful pincer

Against White 1, Black 2 is a powerful pincer. This is also a possible strategy. White 3 and Black 4 are natural. This result is playable for both sides.

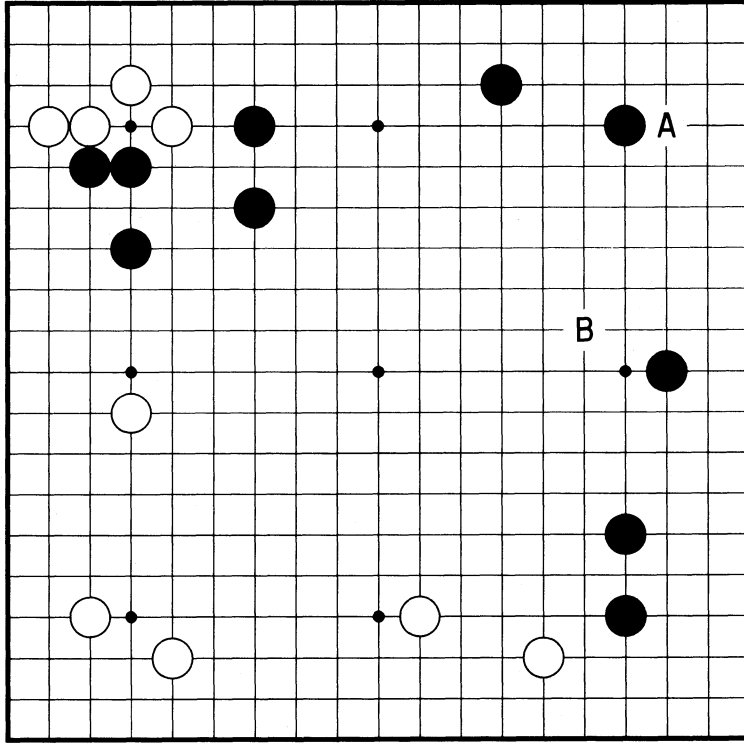


Dia. 10. An aggressive way for White

Against Black 1, White can force with 2 and 4, then pincer with 6. Black must now find a way to deal with his pincered stone at 1.

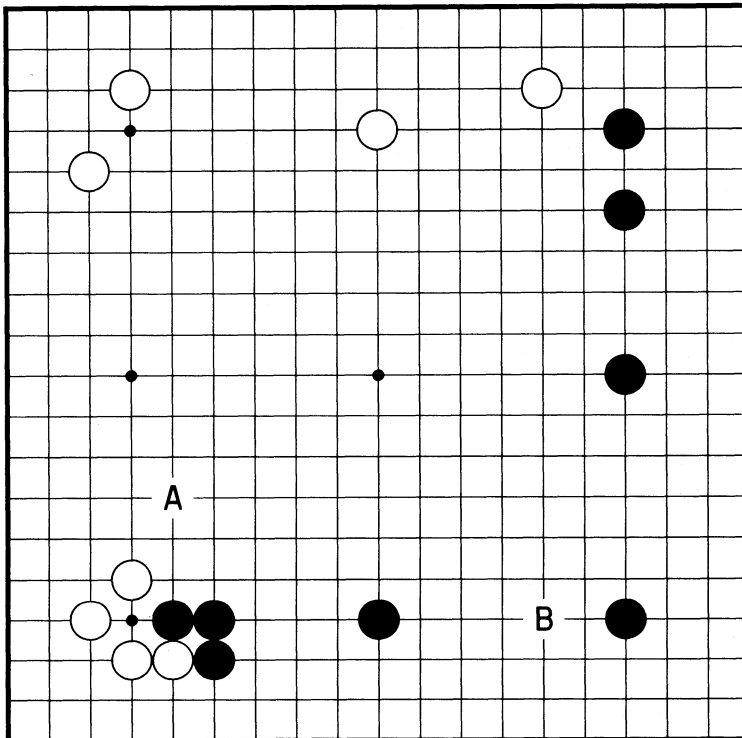
Part Two
36 Problems

Problem 1. White to play.

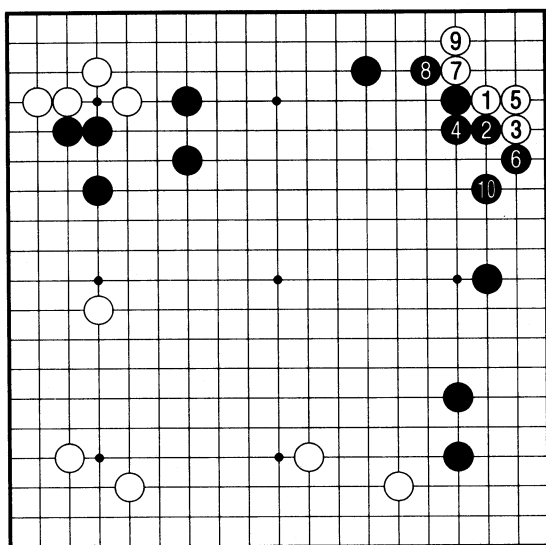


Black's moyo in the upper right side is considerable. Which is the best move to limit it, A or B?

Problem 2. Black to play.

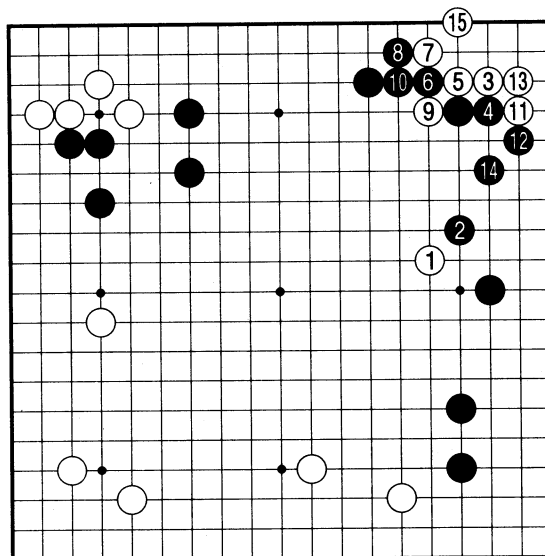


Black wants to expand his influence. Which is the best move, A or B?



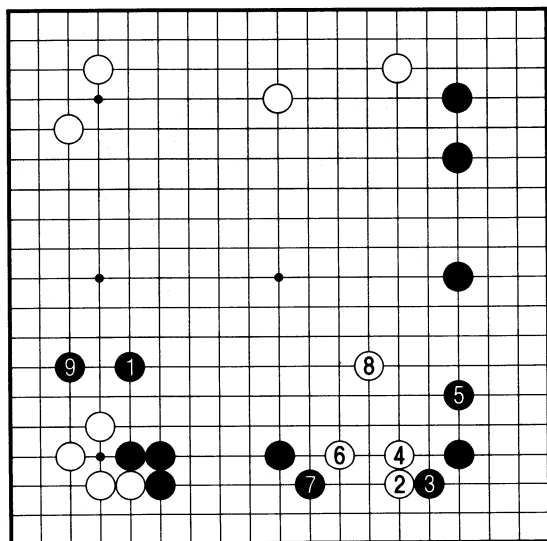
Dia. 1. Failure

White's attachment at 1 is typical in a position like this. However, after 10, Black's stones are thick and their influence is overwhelming. In addition, White needs one more move to secure the corner completely.



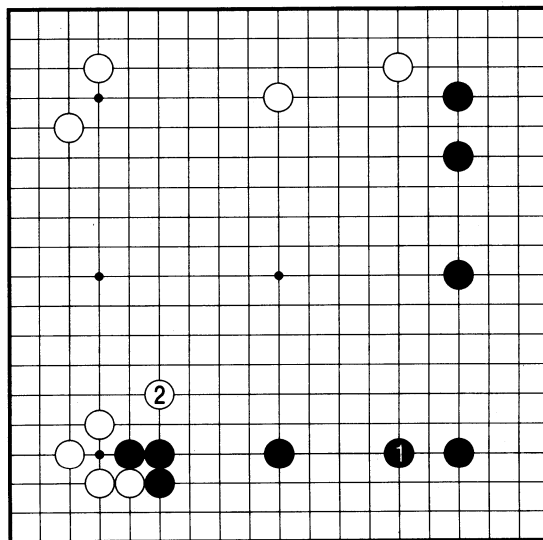
Dia. 2. The correct answer

Before making Black's stones thick, White should erase the black moyo with 1. After Black answers with 2, White can invade the corner with 3. The sequence to 15 is the natural continuation, White's territory is better than Black's influence.



Dia. 1. The correct answer

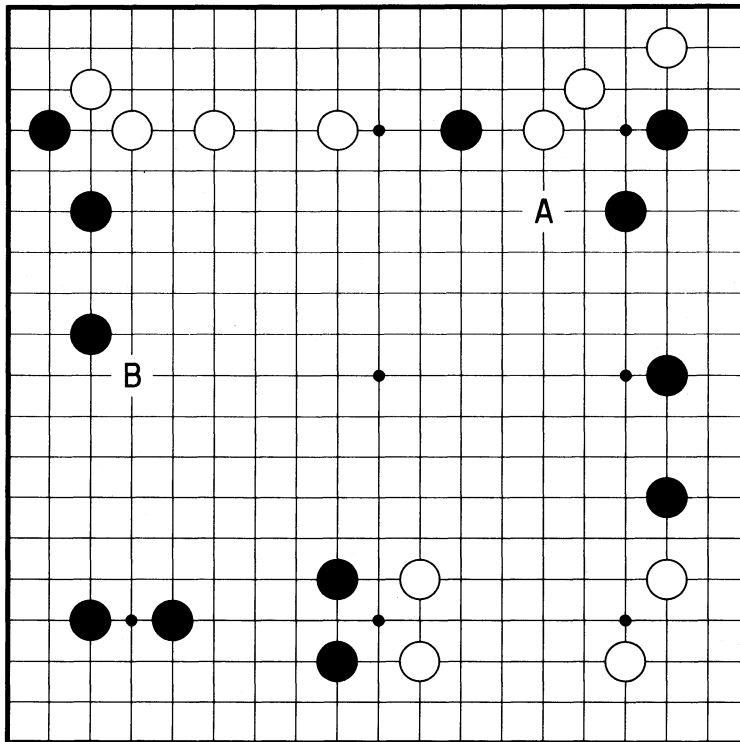
Jumping into the center with Black 1 prevents White from developing his stones. Black must expect an invasion at the bottom with White 2, but Black has control of the whole board after he plays 9.



Dia. 2. Failure

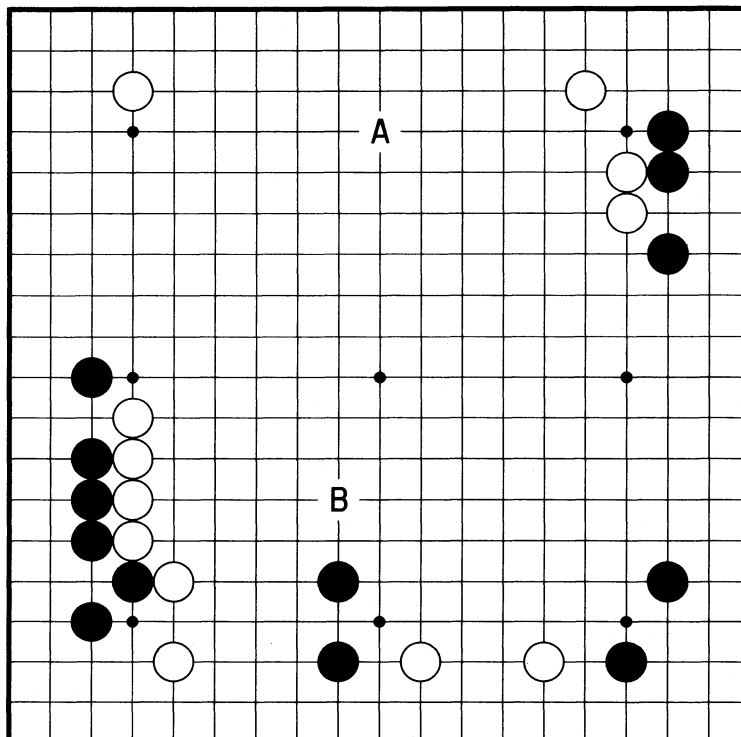
Black 1 is a very tight and territorial move. However, White 2 becomes the vital point. This move expands White's influence throughout the whole board. This result is not good for Black.

Problem 3. White to play.

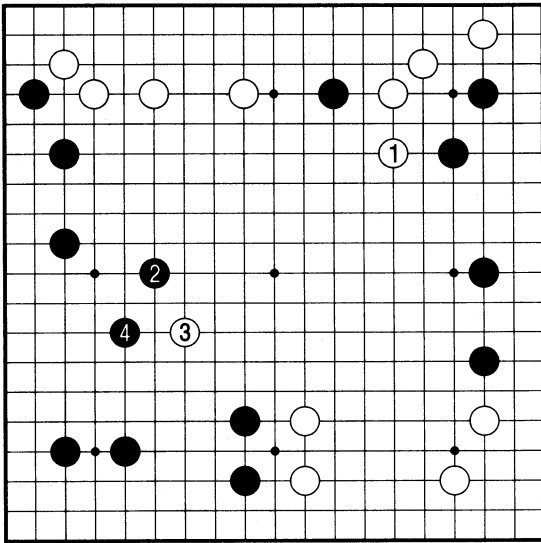


This is a turning point in the game for White. Which is the best move, A or B.

Problem 4. White to play.

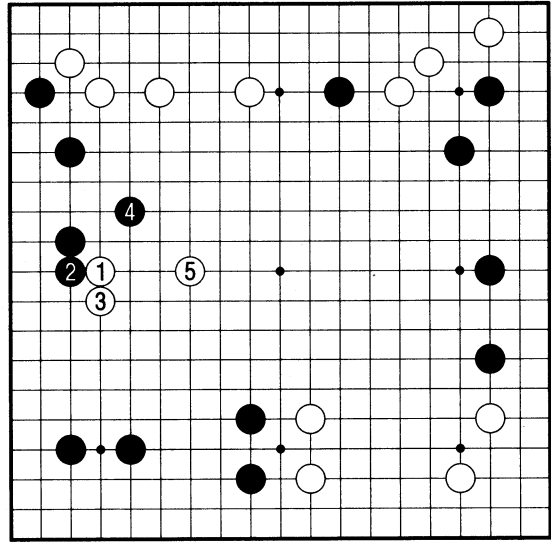


Black's territory and White's influence are well balanced. Which is the key point, A or B?



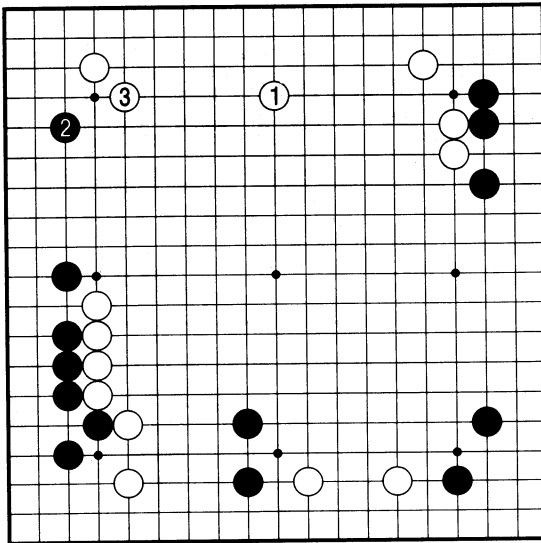
Dia. 1. Failure

White jumps to 1 to expand his moyo, but Black expands his moyo with 2. White 3 is the deepest that White can invade, but Black secures solid profit on the left with 4. However, White has failed to secure any profit with his moves.



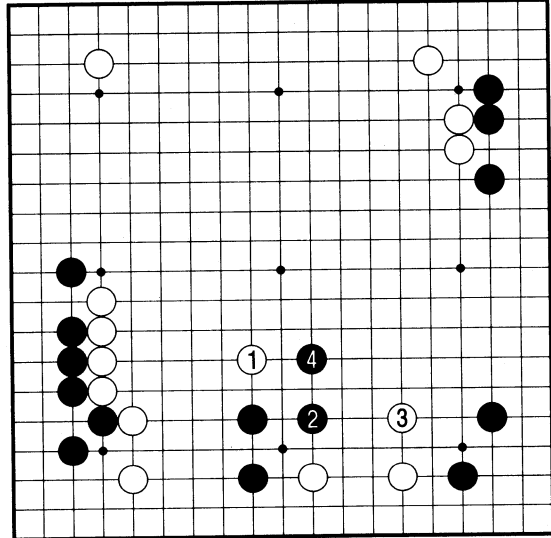
Dia. 2. The correct answer

The shoulder hit of White 1 is the correct move in this position. With the sequence to 5, White has effectively reduced Black's moyo.



Dia. 1. The correct answer

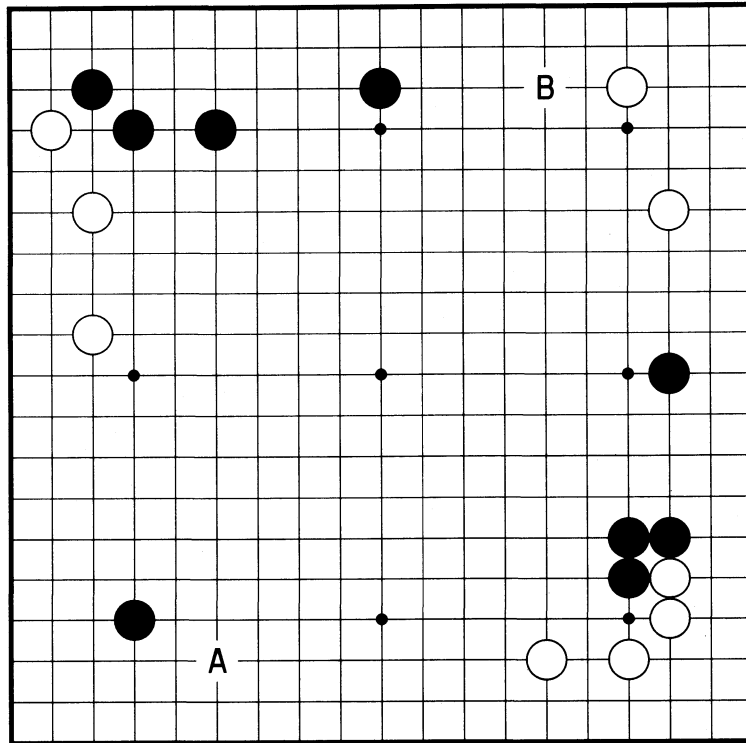
White's extension to 1 is the key point. With the sequence to 3, White maintains the territorial balance. This is a good result for White.



Dia. 2. Failure

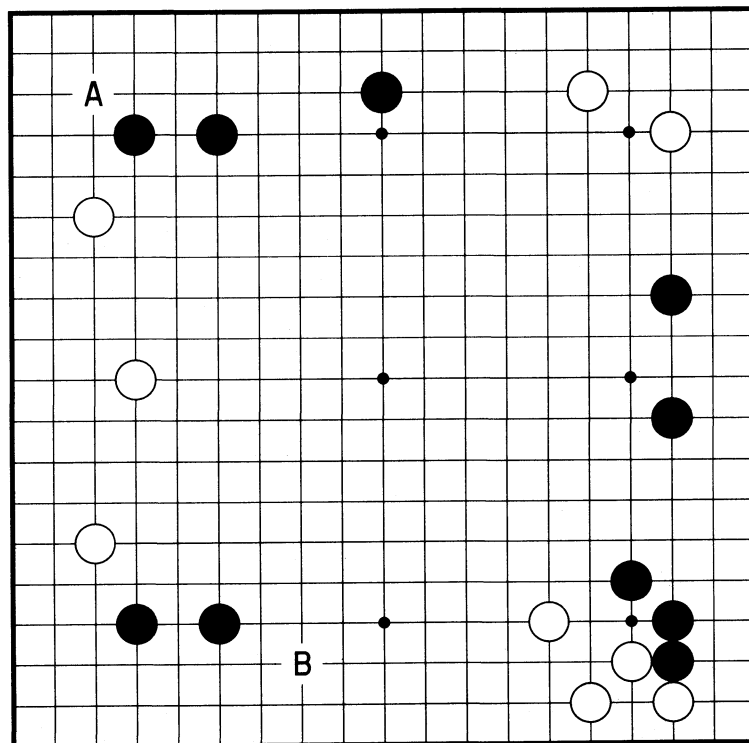
White 1 is not reasonable. Black 2 and 4 are good moves, leaving White's stones at the bottom right a bit thin. White will have to spend a move defending them, so he has lost the initiative.

Problem 5. Black to play.

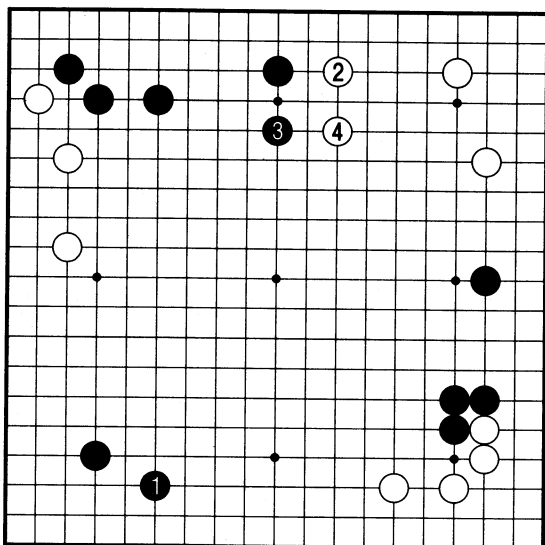


Both Black and White have solid positions. Choose the best move between A and B?

Problem 6. White to play.

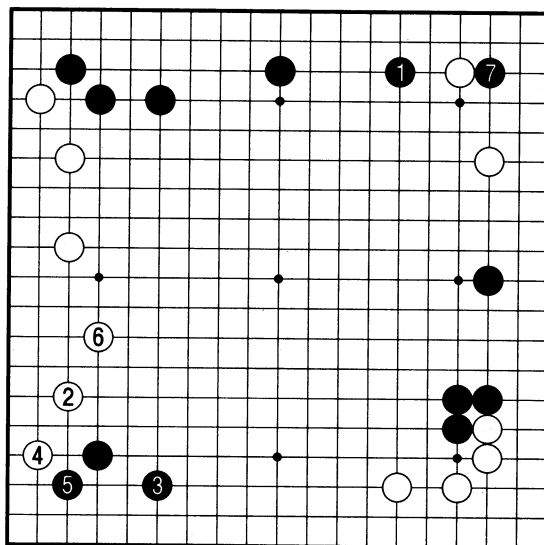


White has to decide whether to take territory or extend. Choose the best move between A and B?



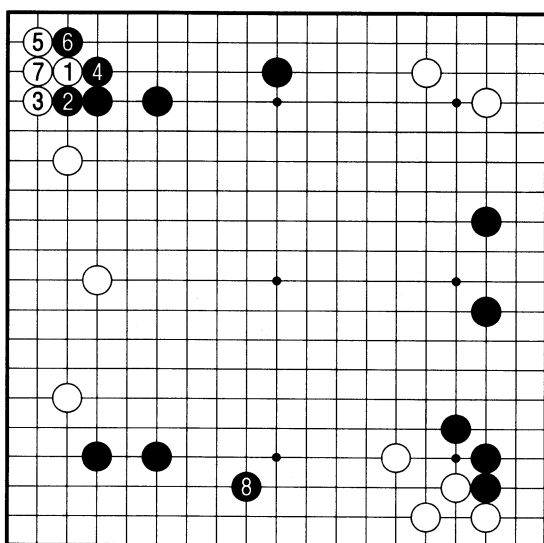
Dia. 1. Failure

Black 1 is too slow. The upper right is urgent for both sides. White extends to 2 and, after Black defends his position with 3, builds a moyo with 4. This is a good result for White.



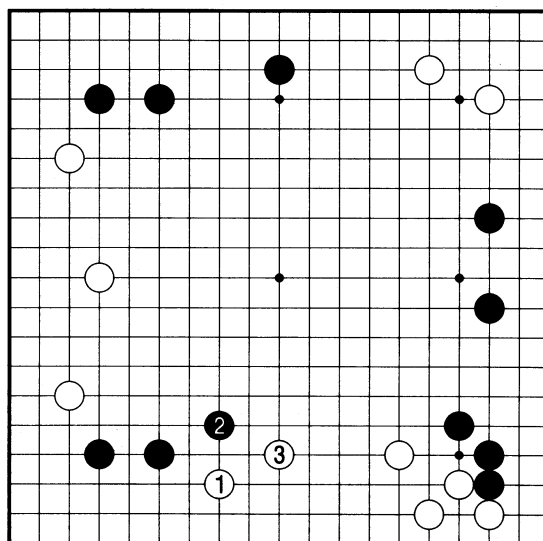
Dia. 2. The correct answer

Black's checking extension to 1 aims at the attachment of 7. This is painful for White because his corner territory has been destroyed.



Dia. 1. Failure

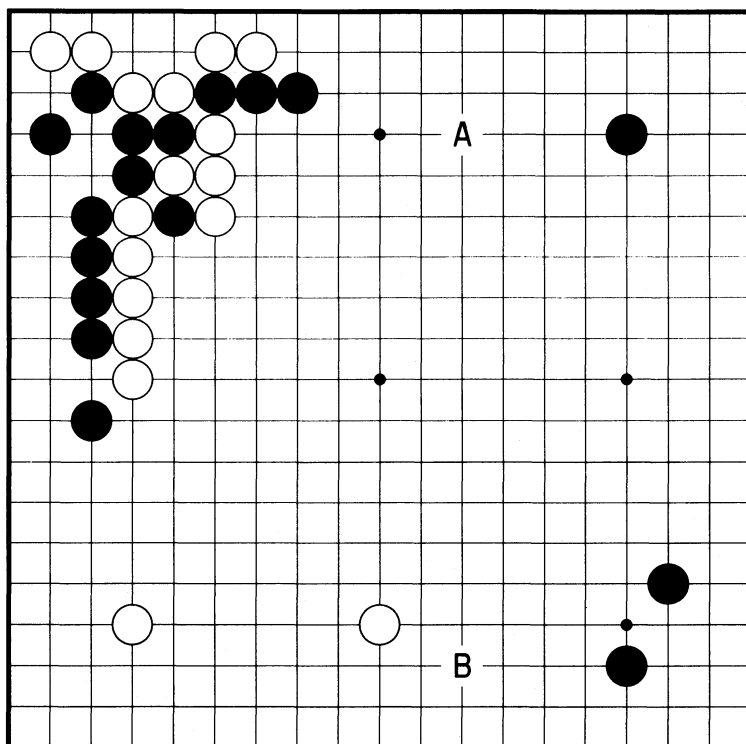
White's invasion at 1 is premature. After the sequence to White 7, Black takes the biggest point with 8. The balance of territories favors Black.



Dia. 2. The correct answer

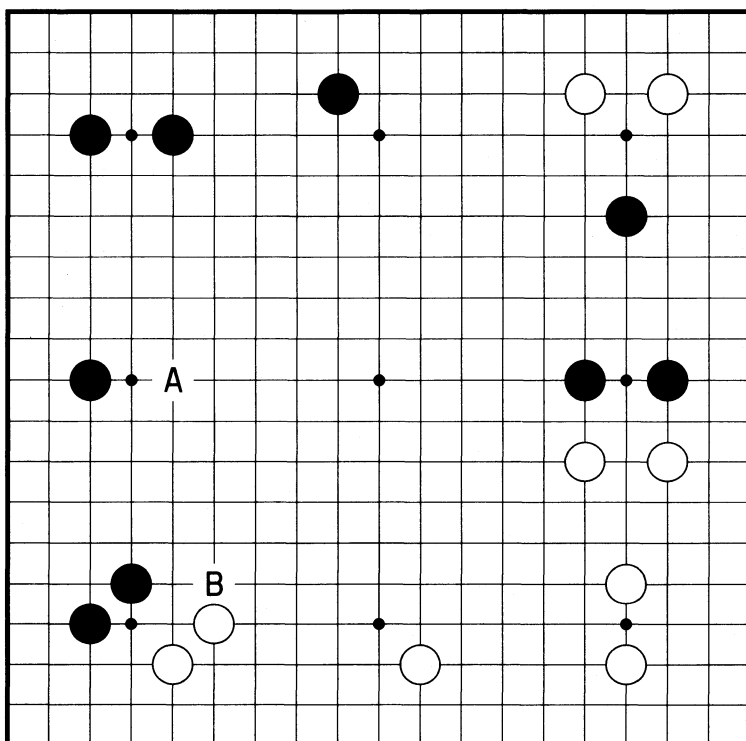
White's approach at 1 is the key point. Black 2 and White 3 can be expected. This position is playable for White.

Problem 7. Black to play.

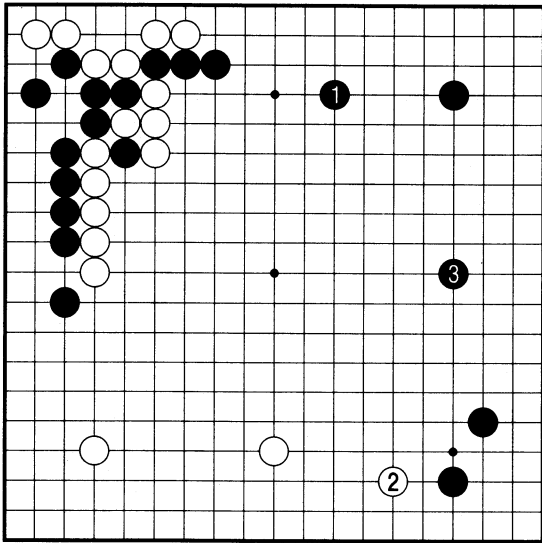


White has influence on the left facing the center. Which is the best move, A or B?

Problem 8. Black to play.

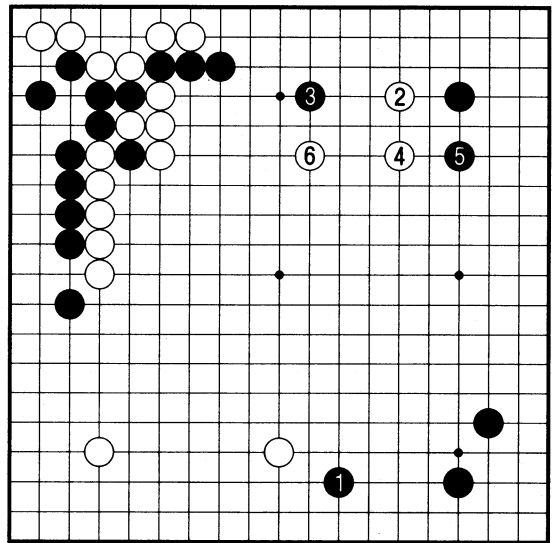


Both sides have large moyos. Which is the best move for Black to expand his influence, A or B?



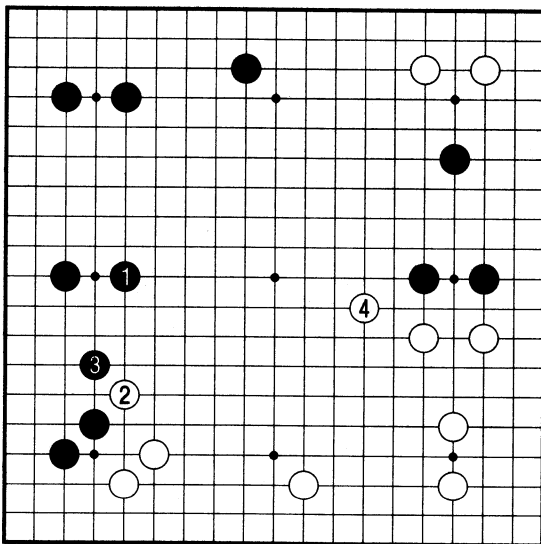
Dia. 1. The correct answer

Black's extension to 1 is an urgent move. White 2 and Black 3 next are natural. This is an even result.



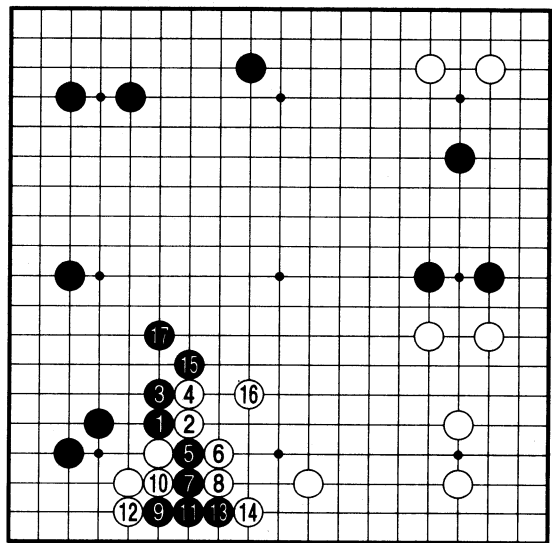
Dia. 2. Failure

Black 1 is certainly a big move, but White's approach at 2 is even better. After the sequence to White 6, Black's stones at the top are in danger.



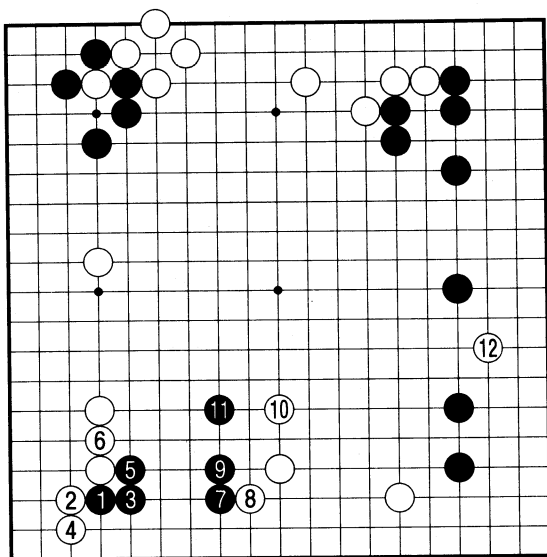
Dia. 1. Failure

Black's one-space jump to 1 overly defensive. After the exchange of White 2 for Black 3, the knight's move of 4 is an excellent move that develops White's moyo. This result is not good for Black.



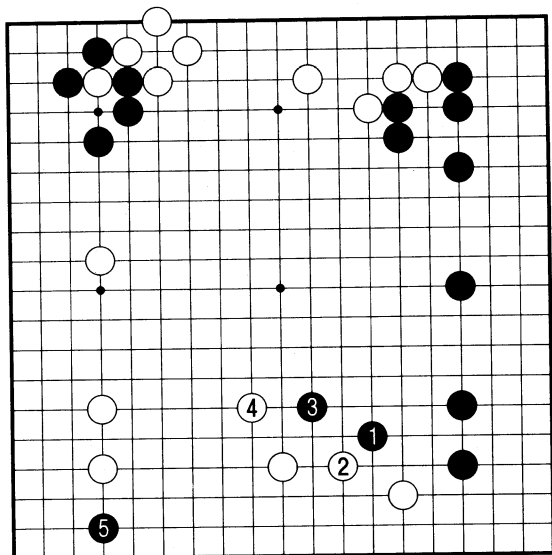
Dia. 2. The correct answer

Black's attachment at 1 starts a sharp exchange. White answers with 2 and 4, but Black's cut at 5 is a powerful move. With the sequence to 17, Black has expanded his moyo and his sacrificed stones leave bad aji in White's position.



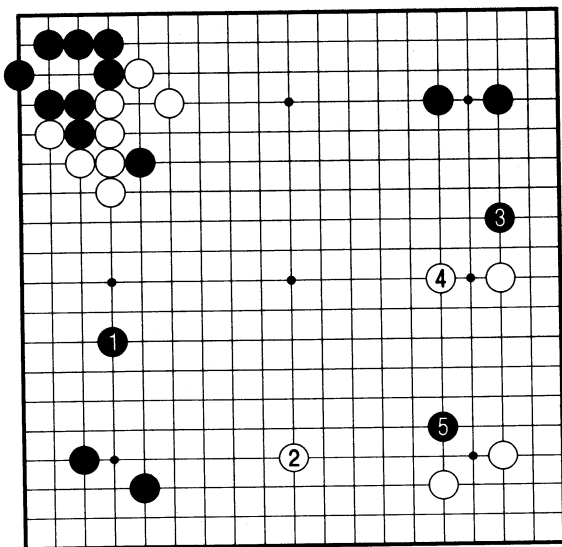
Dia. 1. Failure

Black's invasion at the bottom right with 1 is premature. With the sequence to 10, White secures territory on both the left and the right, attacking the black stones at the same time. White can then invade the left side with 12, getting a favorable result.



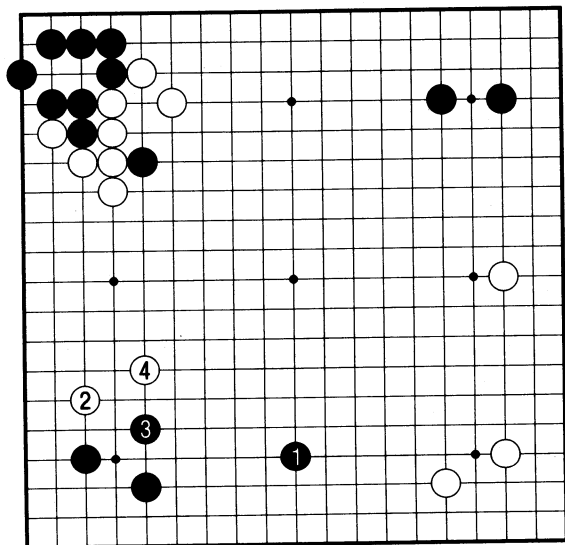
Dia. 2. The correct answer

Limiting White's sphere of influence with 1 and 3 are the best moves. They also build a large-scale moyo for Black. Next, Black can invade the bottom left with 5.



Dia. 1. The correct answer

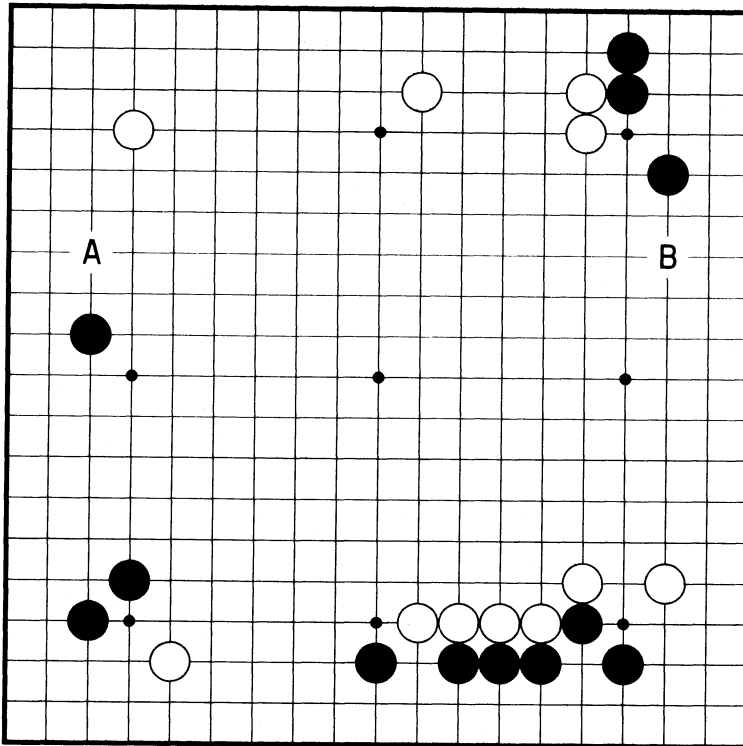
Black's extension to 1 is the correct direction. After White 2, Black 3 is the biggest move, inducing White to build a large scale moyo by jumping to 4. But Black can now erase this moyo with 5.



Dia. 2. Failure

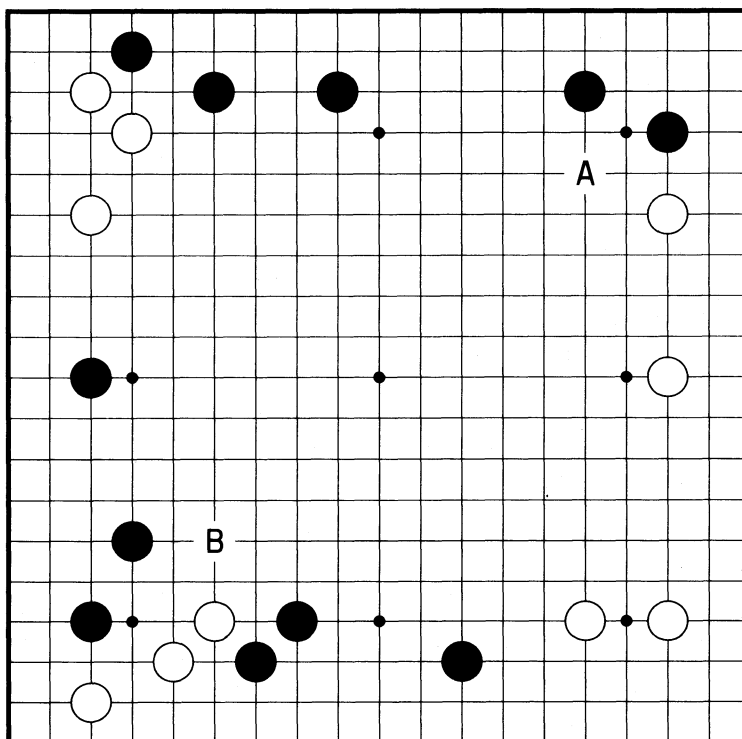
Black 1 is certainly a big move, but White 2 and 4 are very good for White because he is building a moyo while attacking the black stones. This result is unfavorable for Black.

Problem 11. White to play.

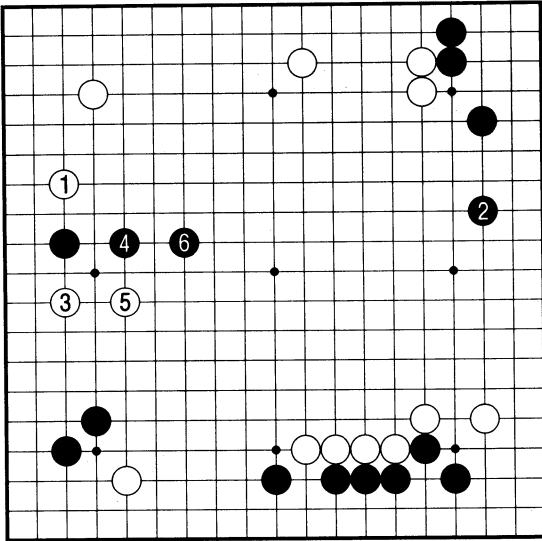


White has a thick wall at the bottom. Where should he play to expand his influence, at A or B?

Problem 12. White to play.

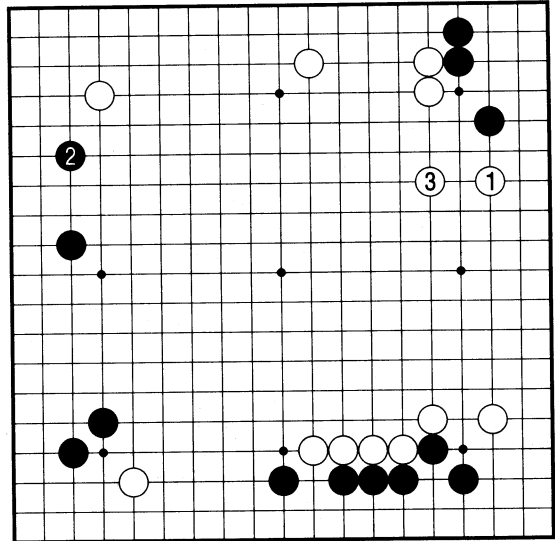


Here, you have to depend on your intuition. Which is the best move, A or B?



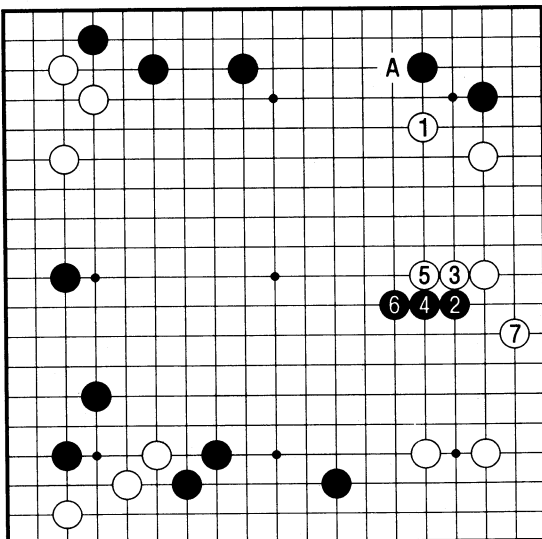
Dia. 1. Failure

White 1 aims at the invasion of 3. However, Black 2 is the key point for neutralizing White's wall below. With the sequence to Black 6, White has failed to improve his position.



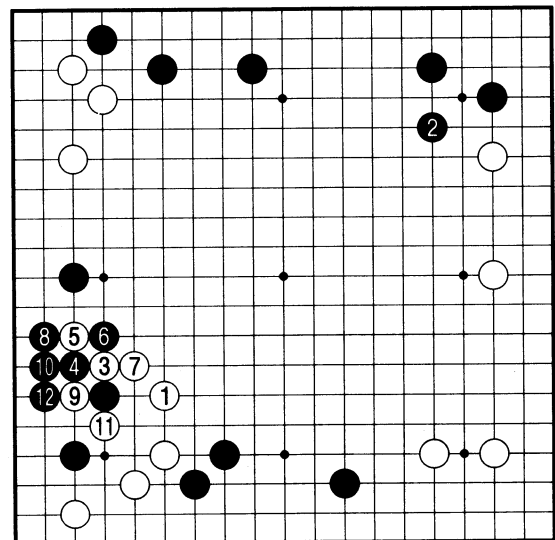
Dia. 2. The correct answer

The checking extension of 1 is the key point for White to make full use of his wall at the bottom. If Black extends to 2, White jumps to 3 and a vast moyo appears. This result is well-balanced, with Black taking territory and White influence.



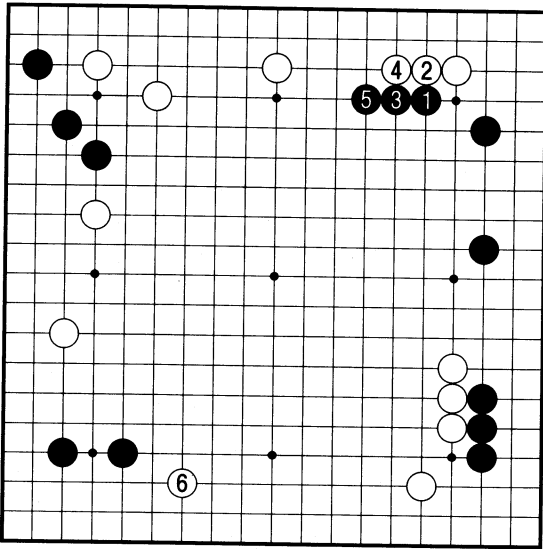
Dia. 1. The correct answer

The knight's move of 1 is the key point for White to expand his moyo. Erasing with Black 2 is now urgent. After the sequence to 7, White can aim at the attachment of A.



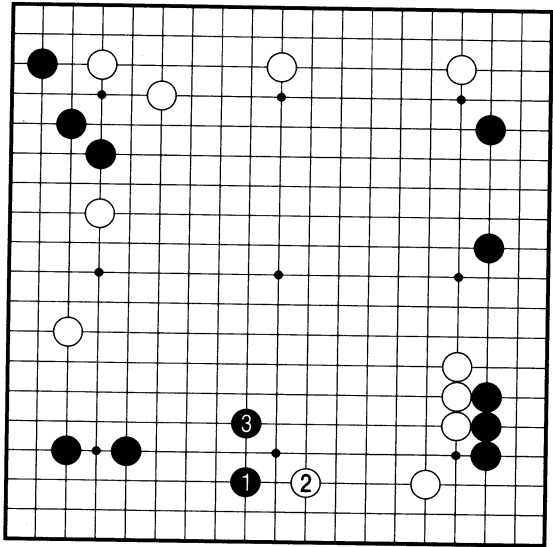
Dia. 2. Failure

White 1 is not urgent. This move neither takes territory nor attacks; they are only running away. Black 2 is an excellent move that solidifies his position at the top. The best attack White has against the black stones on the left is the sequence 12, but this only makes the black stones on the left thick.



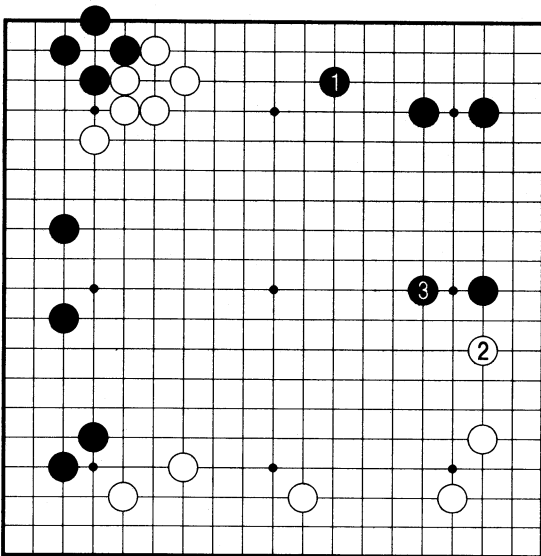
Dia. 1. Failure

Black 1 is not good. Black makes a wall with the sequence to 5, but because of White's three stones in the lower right, this wall is not working efficiently. White's checking extension to 6 is now an excellent move.



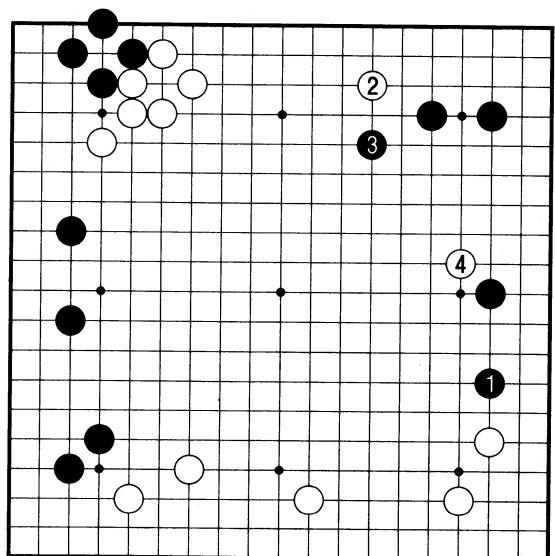
Dia. 2. The correct answer

Black's extension to 1 is the key point. It makes territory and limits the influence of White's wall to the right. If White extends to 2, Black 3 reinforces Black's territory in the bottom left.



Dia. 1. The correct answer

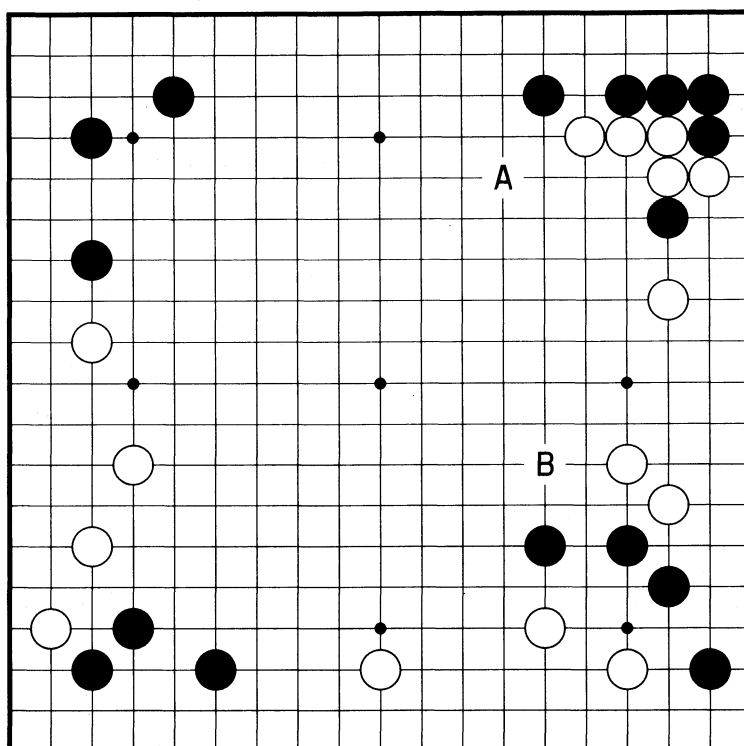
Black 1 is the perfect extension, not too close to the influence of White's thickness on the left, but still limiting its expansion. White 2 is a natural extension, but Black answers by reinforcing his moyo with 3.



Dia. 2. Failure

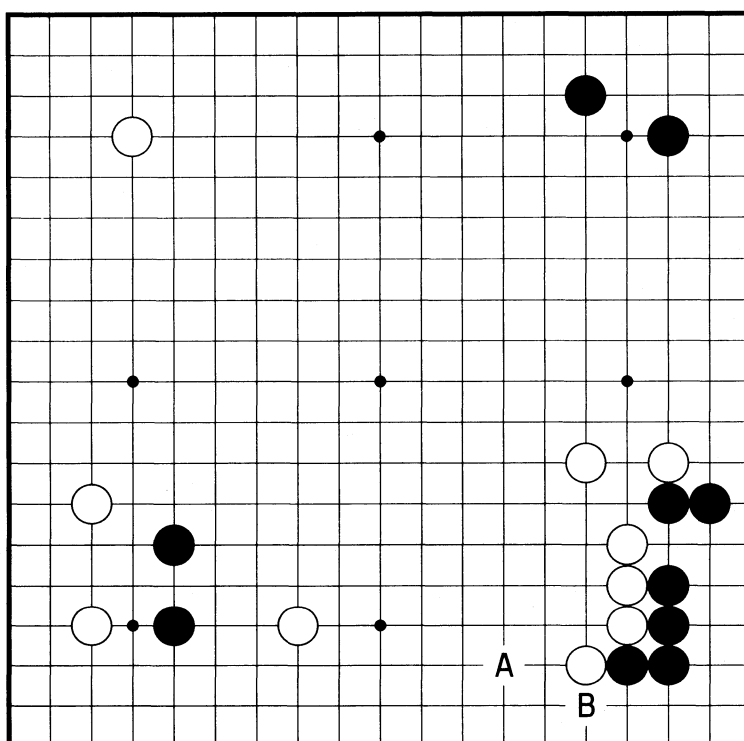
If Black extends to 1, White's checking extension to 2 hits Black's corner enclosure on its weak side. If Black expands his moyo with 3, the shoulder hit of White 4 is a good erasing move.

Problem 15. White to play.

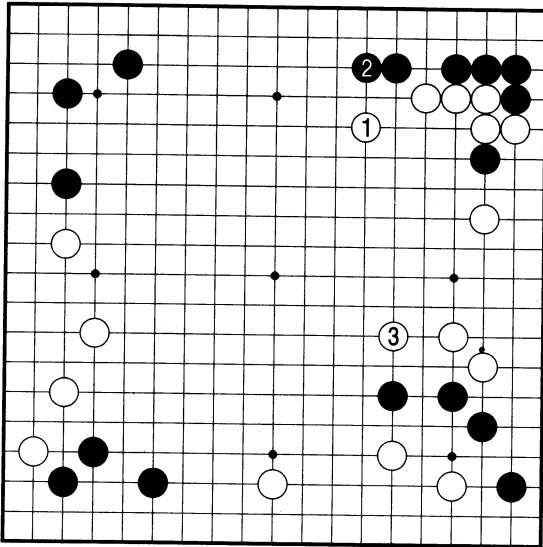


White wants to expand his moyo on the right side. Which is the best move, A or B?

Problem 16. Black to play.

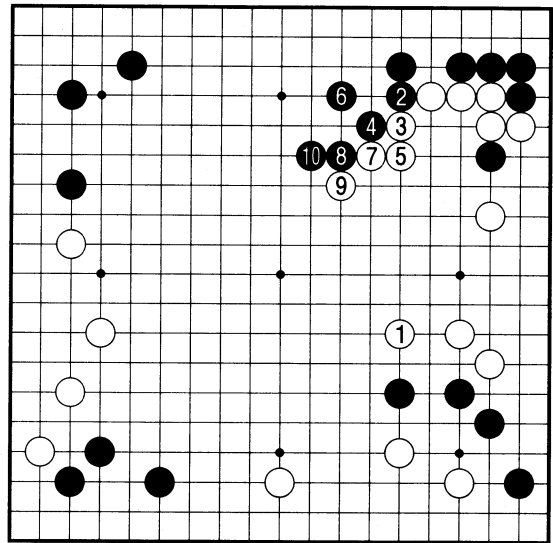


Which is the best move to take advantage of White's incomplete shape, A or B?



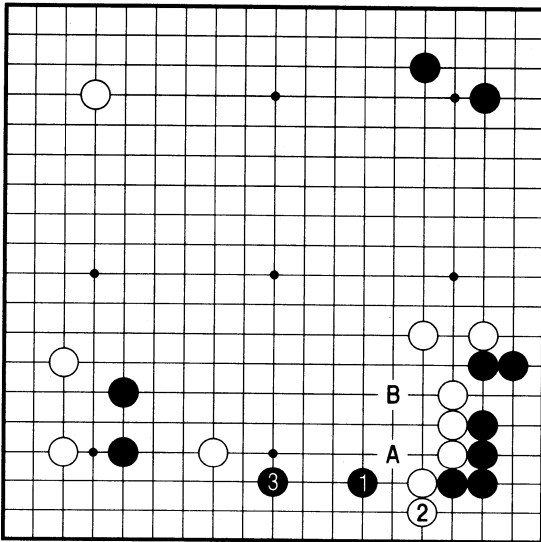
Dia. 1. The correct answer

The knight's move of White 1 threatens to attack the black stones above. If Black defends with 2, White completes his moyo with 3.



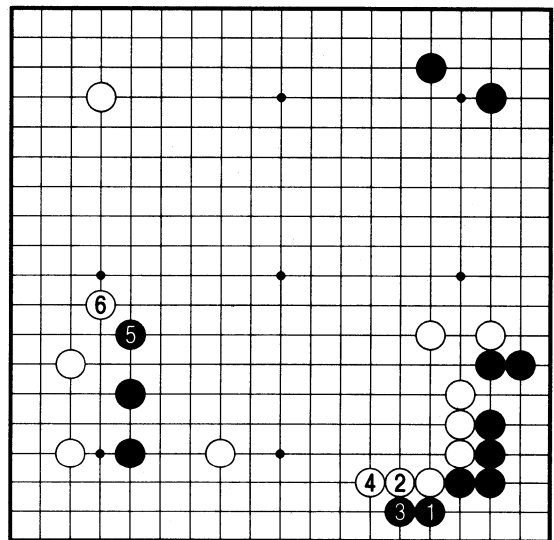
Dia. 2. Failure

White 1 here is played on the wrong side. It is now Black who can build a moyo at the top with the sequence to 10. Black is happy with this result.



Dia. 1. The correct answer

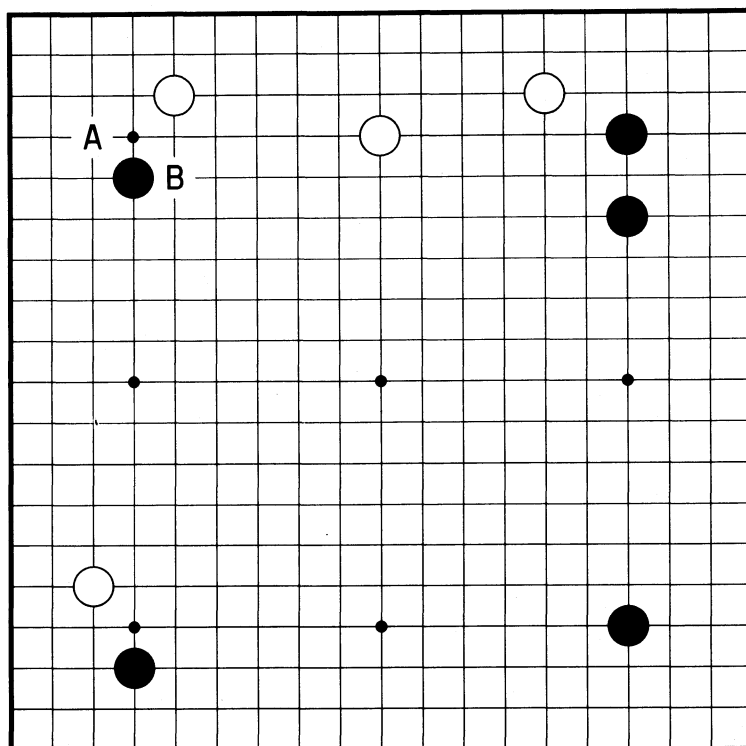
Black 1 is a powerful move. If White stops Black from linking up with 2, Black will make a two-space extension to 3, attacking the lone white stone to the left. Black can later aim at A and B.



Dia. 2. Failure

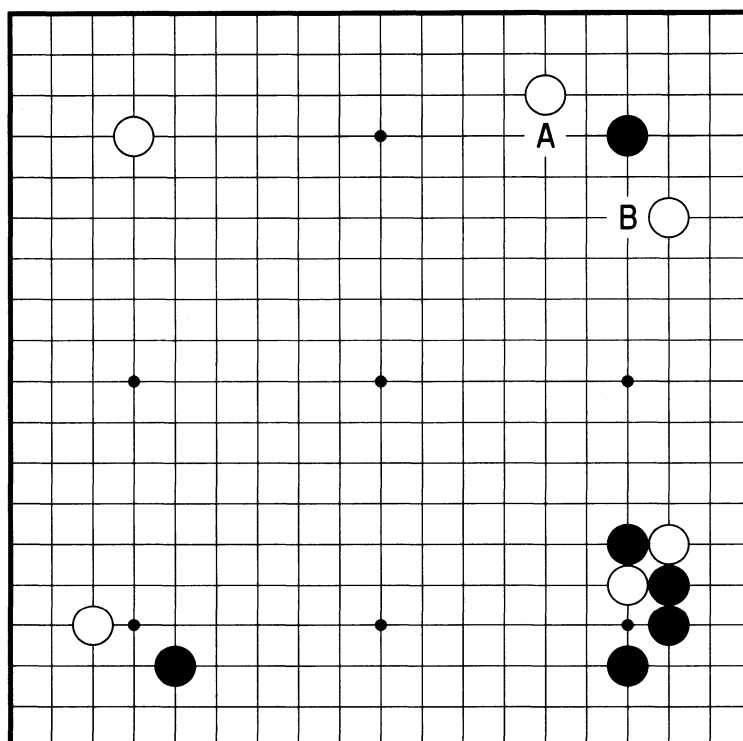
Black 1 is not severe enough. After White 4, Black has to take care of his stones on the left, but Black 5 just encourages White to take territory with 6.

Problem 17. White to play.

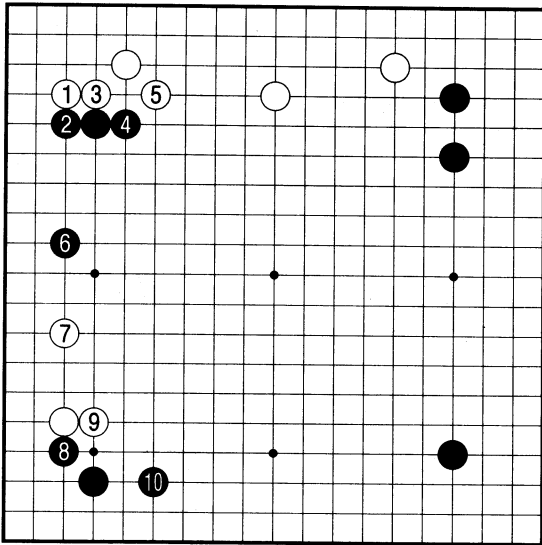


Black has made a high approach in the top left corner. Should White play at A or B?

Problem 18. Black to play.

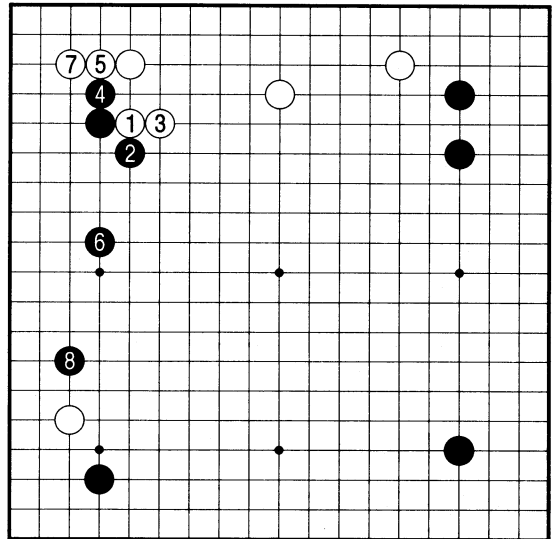


White has a double approach in the top right corner. Should Black attach at A or B?



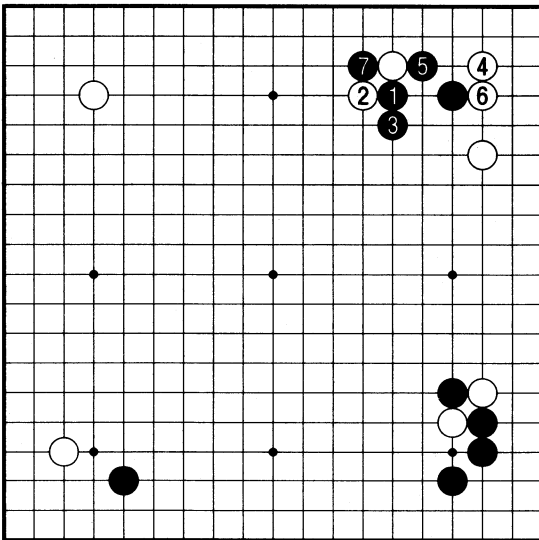
Dia. 1. The correct answer

White 1 is correct. With the sequence to 5, White takes the corner and also reinforces the top. Black now has to extend to 6. The sequence to Black 10 is a normal development.



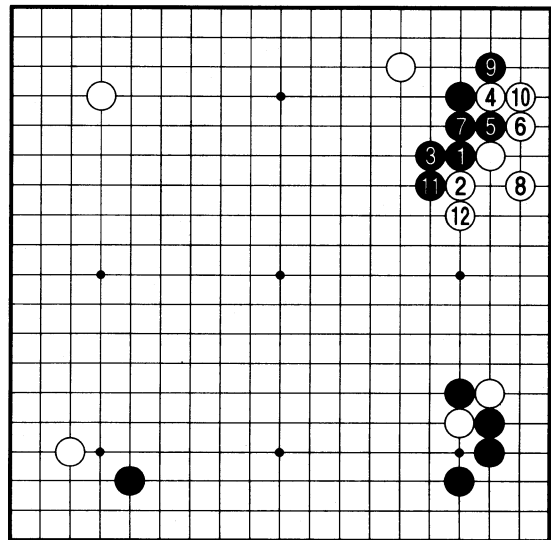
Dia. 2. Failure

White's attachment at 1 is questionable. The sequence to White 5 can now be expected. After Black 6, White has to take the corner with 7, but the pincer of White 8 has a good feel to it.



Dia. 1. The correct answer

Black's attachment at 1 is the right side to attach. The sequence to 7 can be expected and Black has established a thick position, making it hard for White to coordinate his stones.



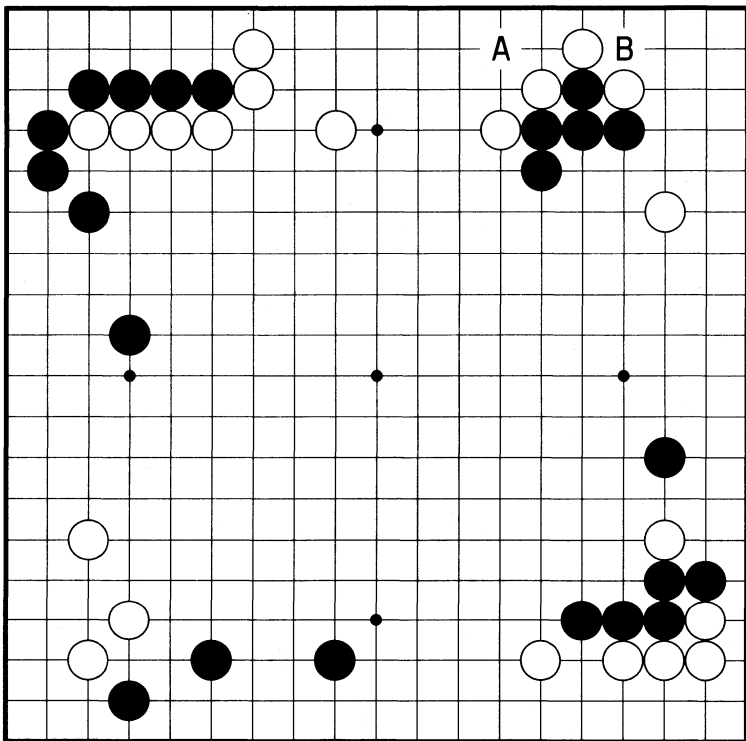
Dia. 2. Failure

Black 1 is wrong in this position. White answers with 2 and 4 leading to the sequence to 12. Black's wall is not working effectively.

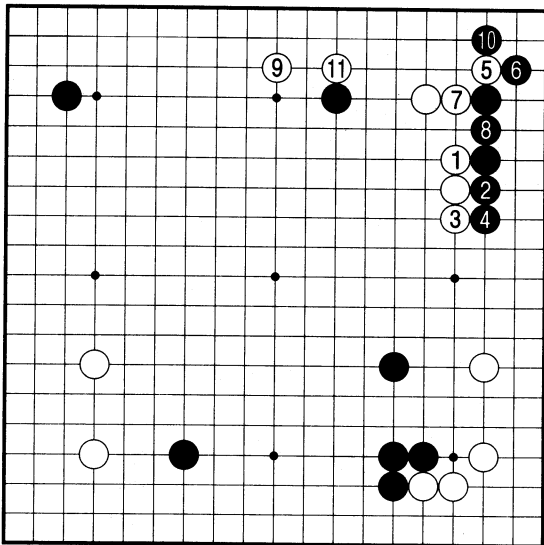
A 15x15 grid with black and white dots and circles. The grid contains the following elements:

- Black dots at (1, 12), (4, 12), (7, 12), (10, 12), (13, 12), (10, 8), (13, 8), (10, 4), (13, 4), (10, 1), (13, 1).
- White dots at (12, 12), (15, 12), (12, 8), (15, 8), (12, 4), (15, 4), (12, 1), (15, 1).
- Black circles at (1, 12), (4, 12), (7, 12), (10, 12), (13, 12), (10, 8), (13, 8), (10, 4), (13, 4), (10, 1), (13, 1).
- White circles at (12, 12), (15, 12), (12, 8), (15, 8), (12, 4), (15, 4), (12, 1), (15, 1).
- Label 'A' is next to a black circle at (13, 12).
- Label 'B' is next to a white circle at (15, 12).

Problem 20. White to play.

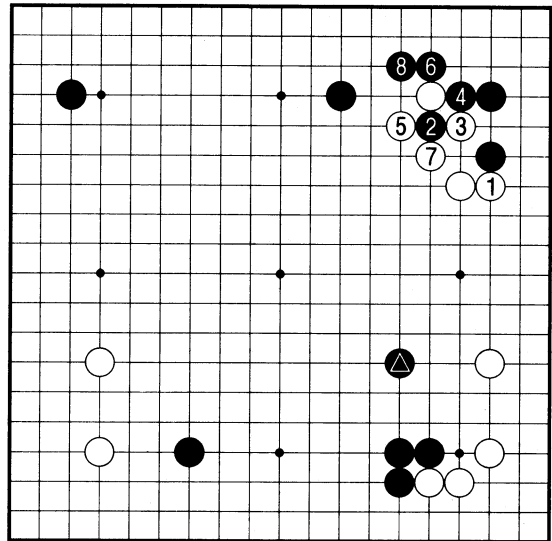


— 269 —



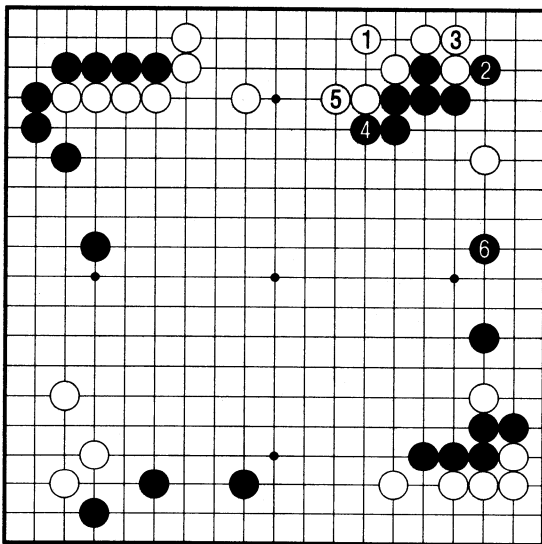
Dia. 1. The correct answer

Blocking from above with White 1 is the correct move. After the sequence to Black 8, White 9 and 11 are good moves. This is an even result.



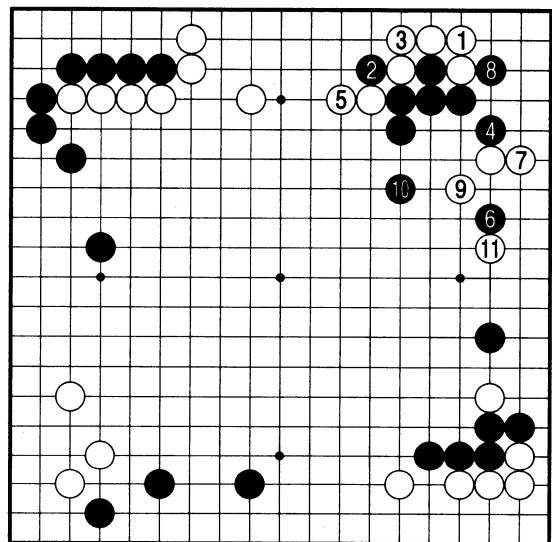
Dia. 2. Failure

Blocking on the right with White 1 is not good. After the sequence to Black 8, White's influence is limited by the marked stone.



Dia. 1. Failure

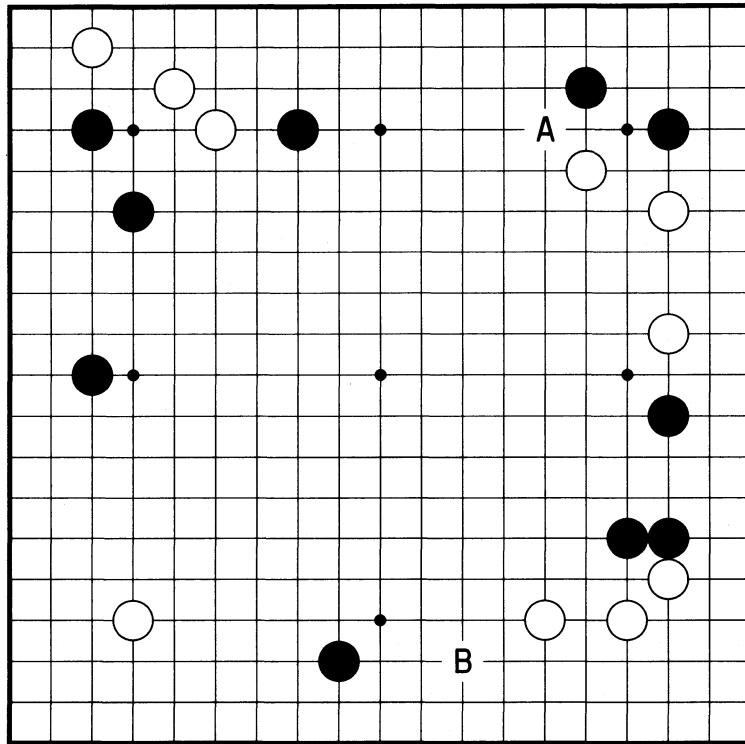
White's diagonal connection at 1 is not good in this position. Black forces with 2 and 4, then extends/pincers with 6, making an ideal shape.



Dia. 2. The correct answer

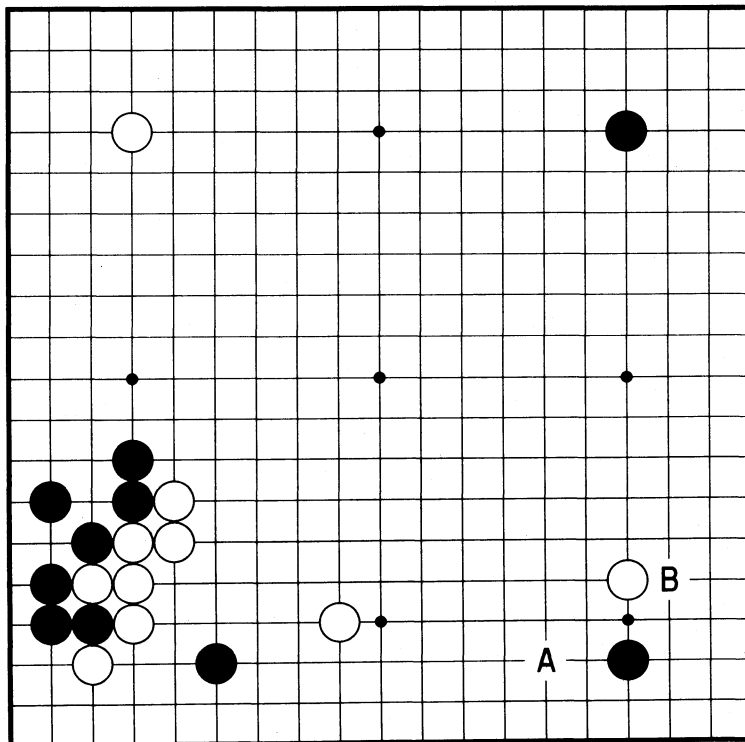
White 1 is correct. Black 2 and 4 are natural. If Black extends to 6, White threatens to link up to his stones above with 7. After the exchange of 9 for Black 10, White 11 is a sabaki tesuji.

Problem 21. Black to play.

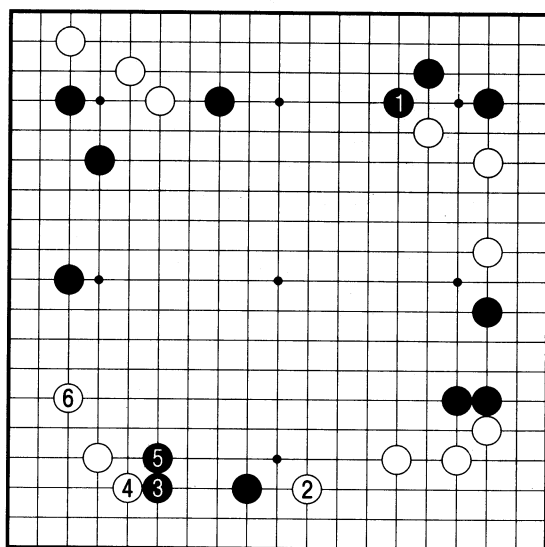


Black is aiming to attack the white stones with A, but Black B is also big. Which is better, A or B?

Problem 22. Black to play.

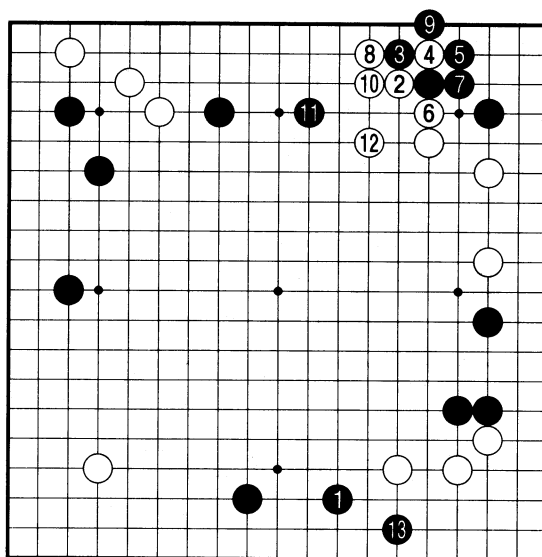


White has a thick position on the left. Which move should Black play, A or B?



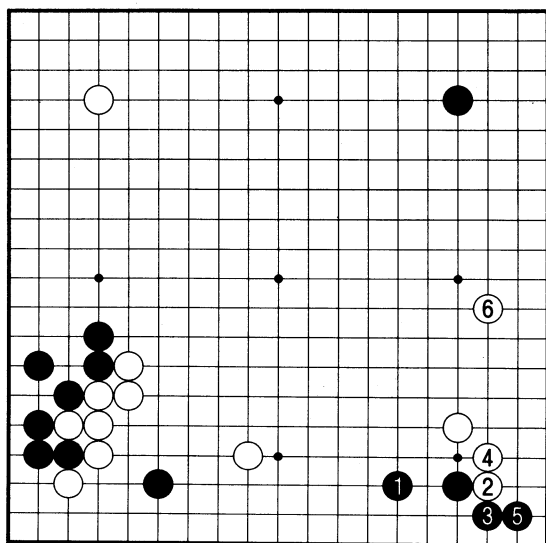
Dia. 1. Failure

Black's diagonal move at 1 is wrong. White answers at the bottom with 2. Up to 6, White has been able to stake out territory on the right and in the lower left corner. On the other hand, Black three stones at the bottom still need to be reinforced.



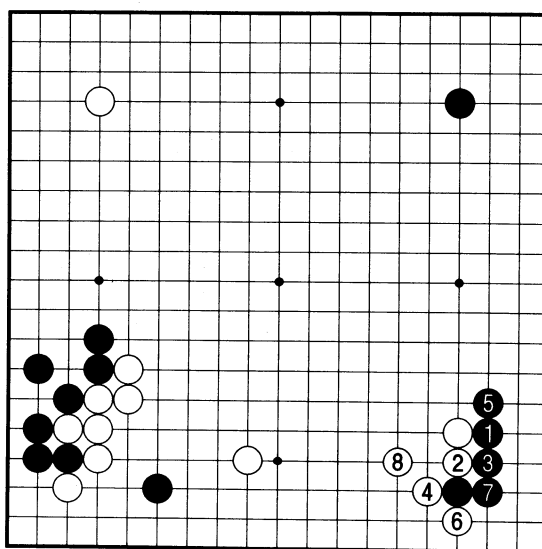
Dia. 2. The correct move

Black's checking extension to 1 is correct. If White attaches with 2, after the sequence to White 12, Black slides to 13. This result is good for Black.



Dia. 1. The correct answer

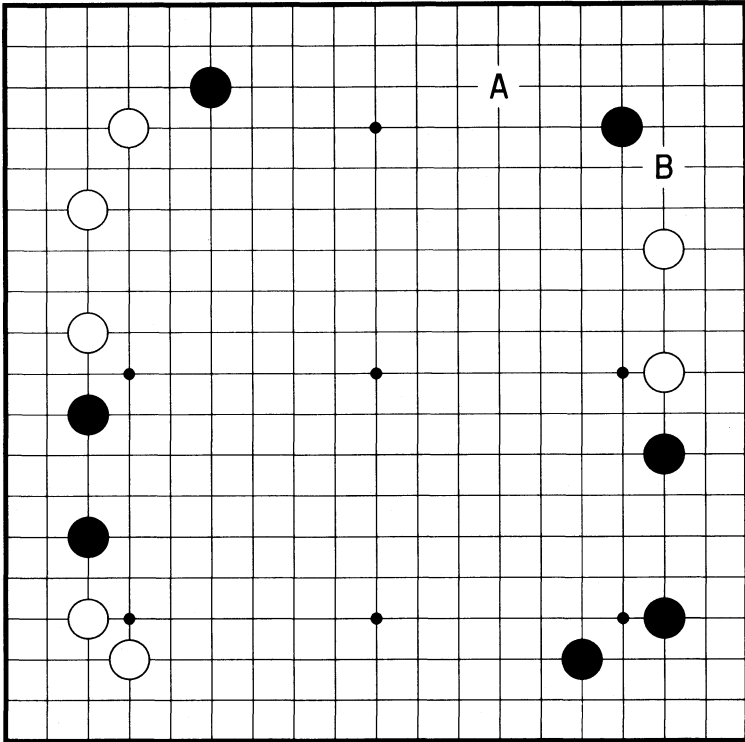
Black's one-space extension to 1 neutralizes White's thickness on the left, but it doesn't approach it too closely. With the sequence to 5, Black secures his stones for an even result.



Dia. 2. Failure

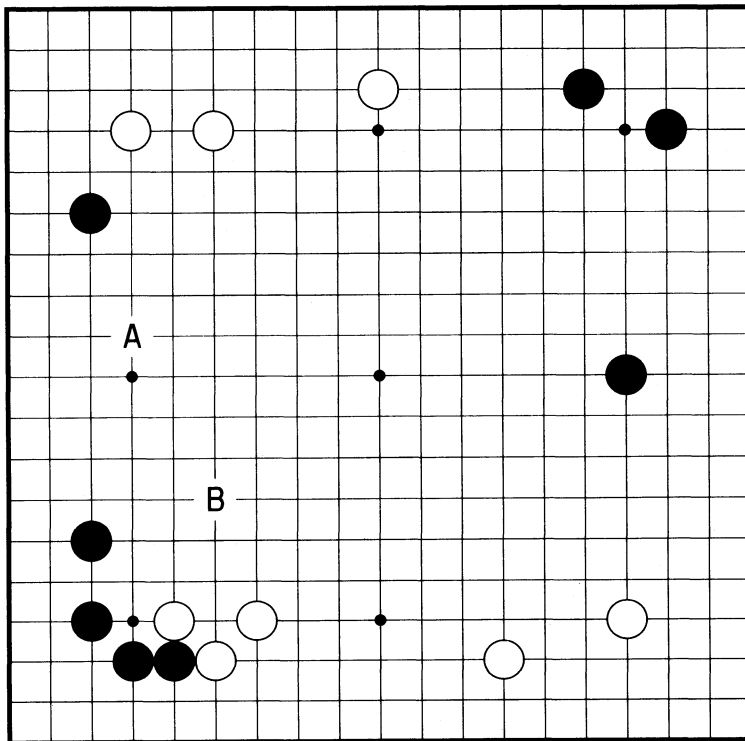
Black's attachment at 1 is wrong. White starts the avalanche joseki with 2 and 4, then builds an ideal moyo with 6 and 8.

Problem 23. Black to play.

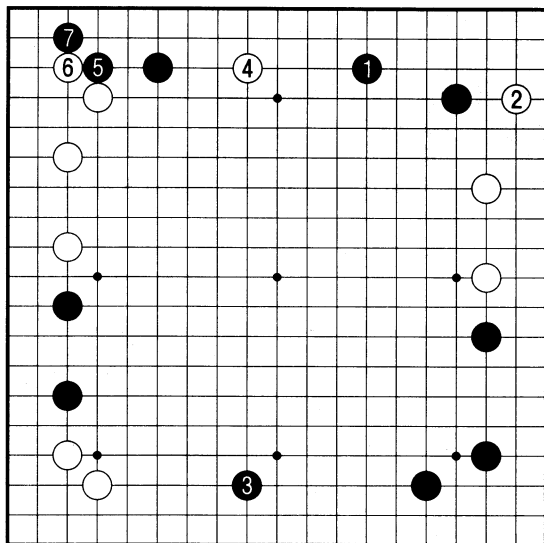


White has approached in the top right corner. How should Black respond, at A or B?

Problem 24. Black to play.

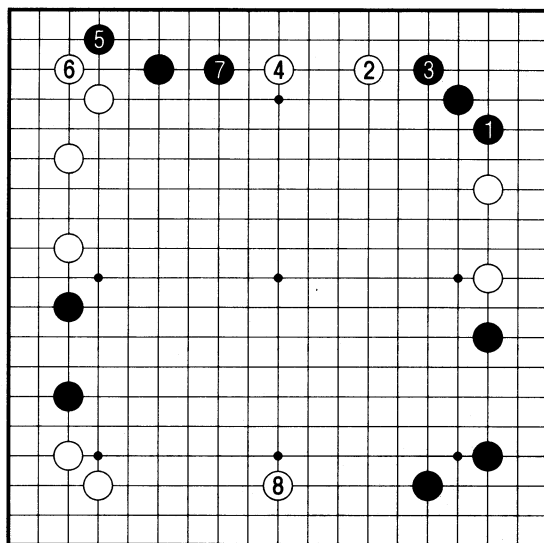


How should Black expand his influence on the left, with A or B?



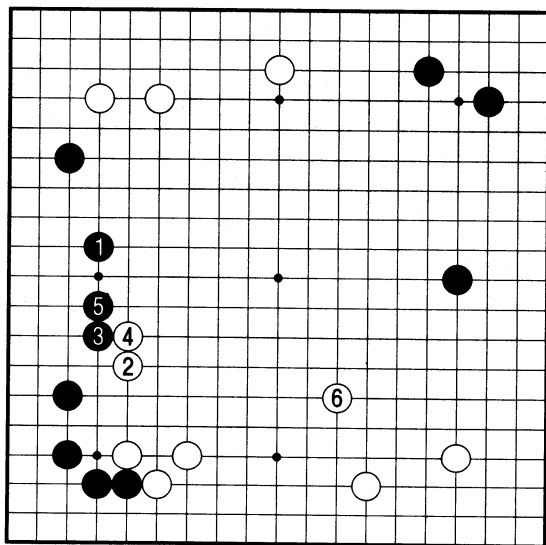
Dia. 1. The correct answer

The large knight's move of Black at 1 is correct. If White slides to 2, Black makes a big extension at the bottom with 3. If White next invades with 4, Black can settle his stones with 5 and 7.



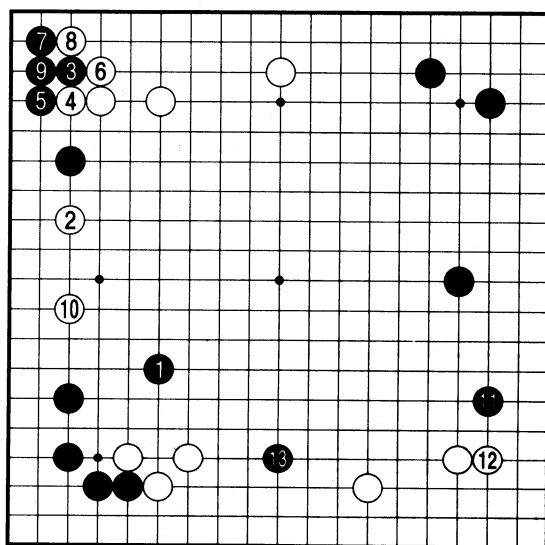
Dia. 2. Failure

Black 1 focuses on territory. The sequence to Black 7 naturally follows, but now White can take the biggest move on the board with 8.



Dia. 1. Failure

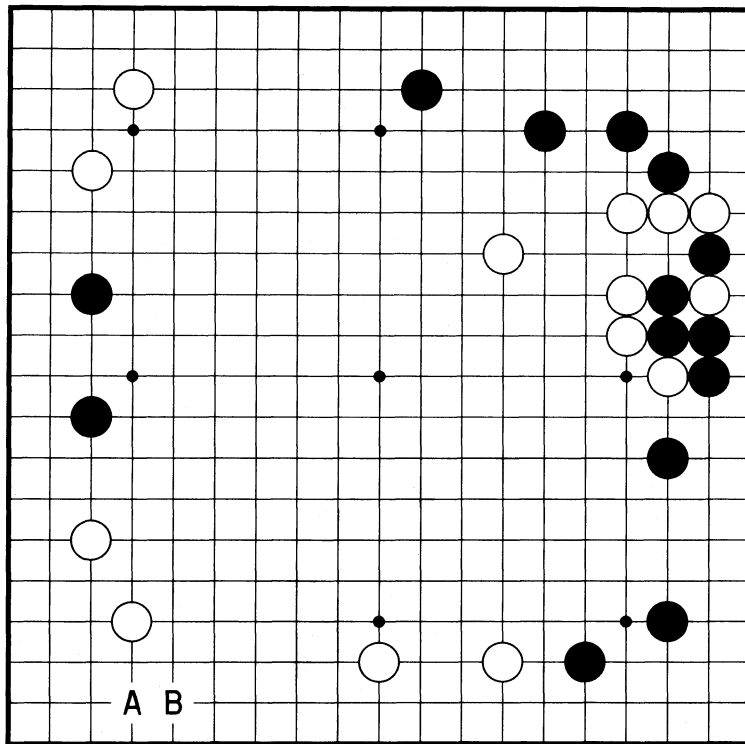
Black 1 is too passive. White expands his influence with 2 and 4, then completes a moyo with 6. This result is bad for Black.



Dia. 2. The correct answer

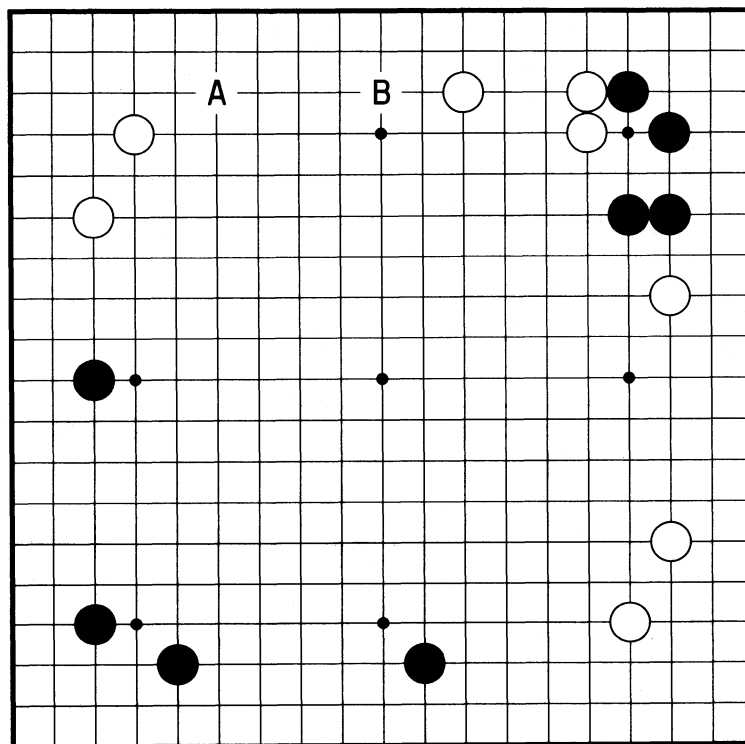
Black 1 is best move in this position. If White pincers with 2, Black secures his stones with the sequence to 9. Up to 13, Black is satisfied with the result to 13.

Problem 25. Black to play.

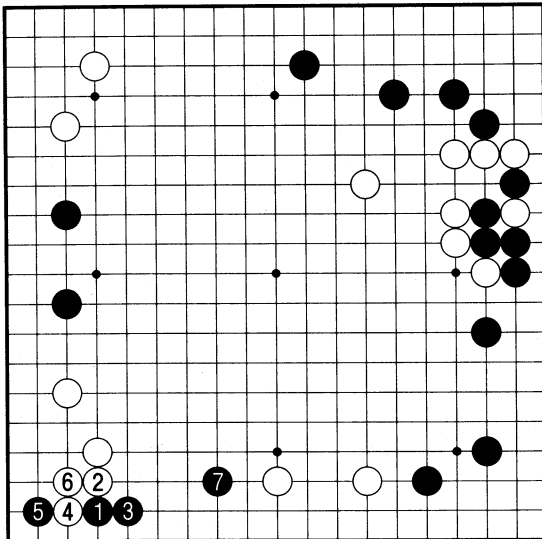


Before invading, consider how White will counter-attack. Which is the better move, A or B?

Problem 26. Black to play.

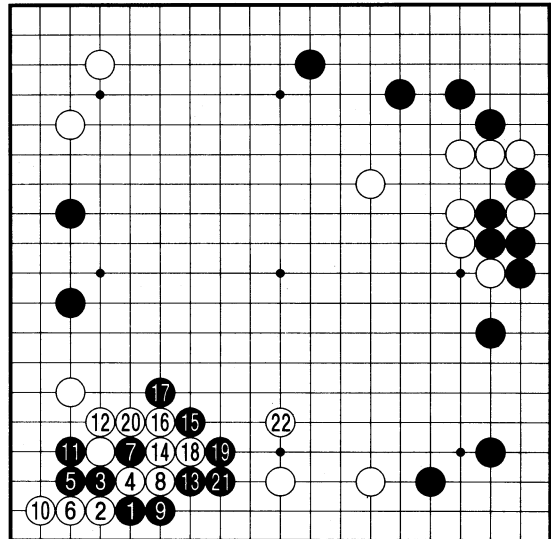


Now is the time to invade the top. Where should Black play, A or B?



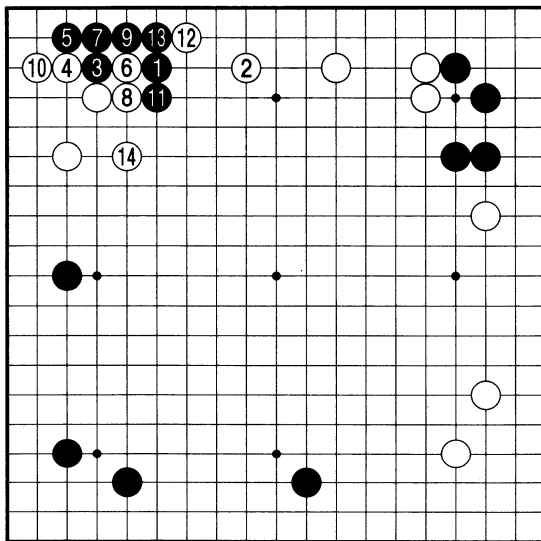
Dia. 1. The correct answer

Black 1 is right point to disrupt the lower right. If White attacks with 2 and 4, Black can easily settle his stones with the sequence to 7.



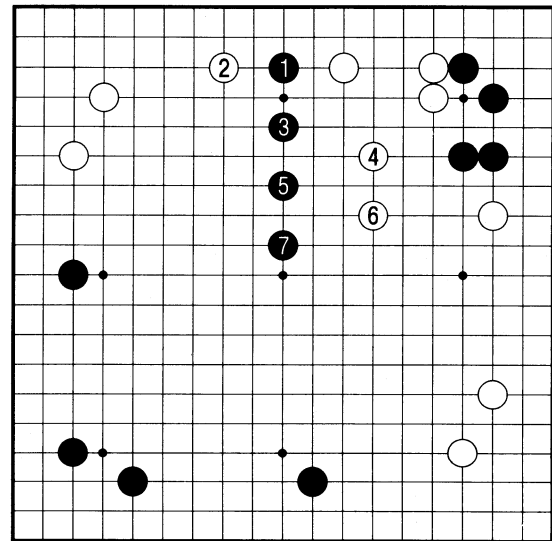
Dia. 2. Failure

Black 1 is not good in this position. White 2 is the correct response. After the joseki to 22, White's corner territory is not small and Black's thickness is not working efficiently.



Dia. 1. Failure

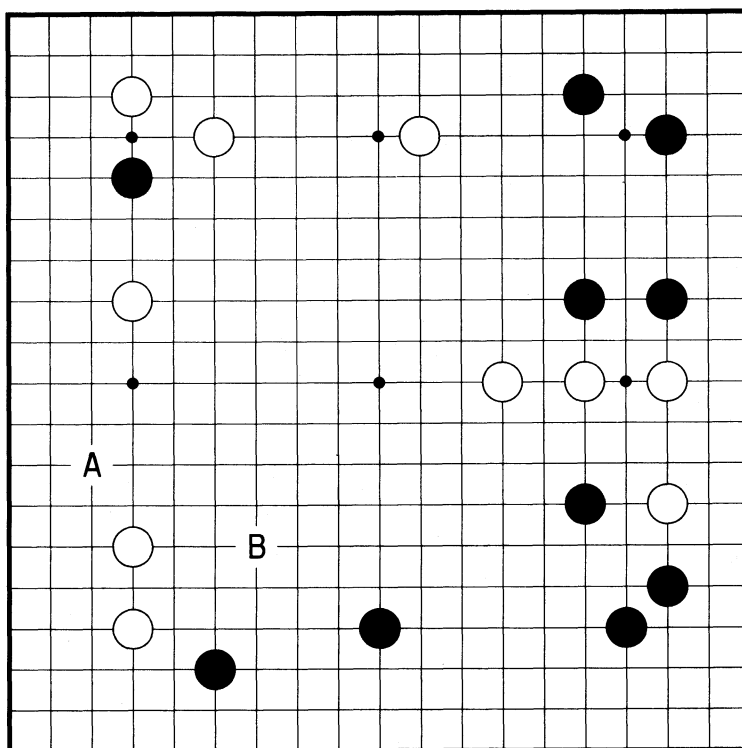
Black's approach at 1 is not good because White 2 becomes an excellent pincer. Black can settle his stones with 3 and 5, but the result to White 14 is good for White.



Dia. 2. The correct answer

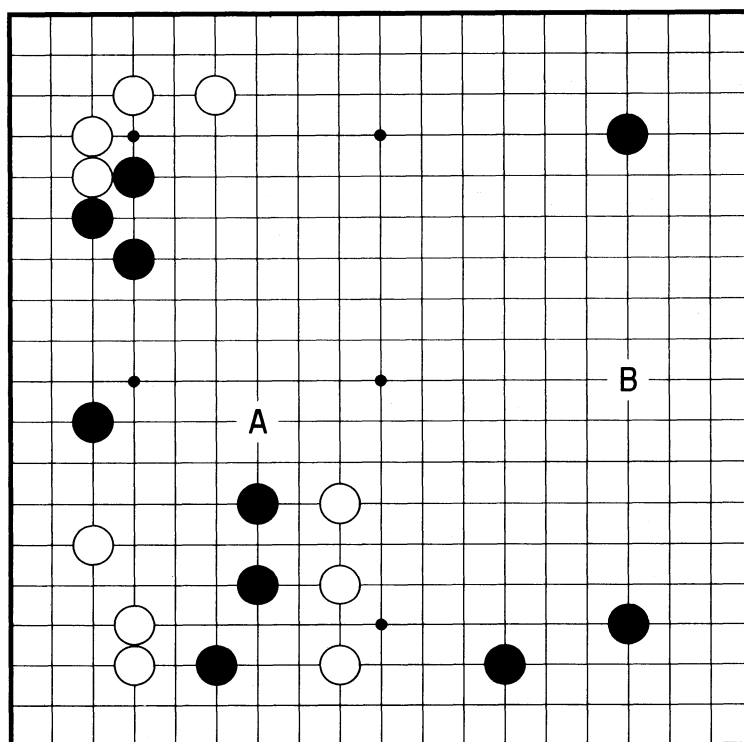
Black 1 is the best move. With the sequence to 7, Black's invasion at the top is a success and White has gained nothing with his moves. Black has the better position.

Problem 27. Black to play.

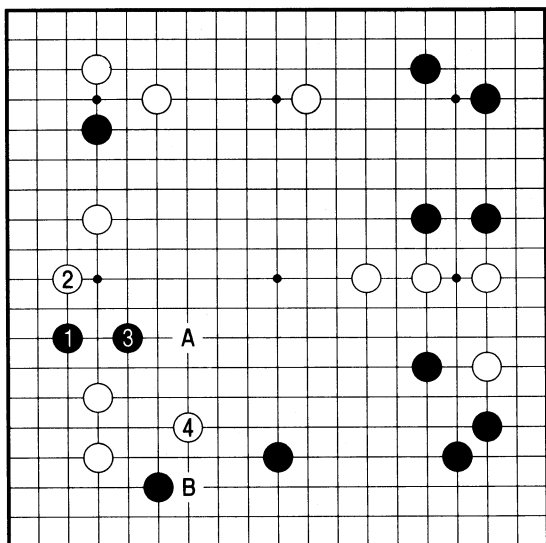


A is the key point for invading and B the key point for expanding Black's moyo. Which one is better?

Problem 28. Black to play.

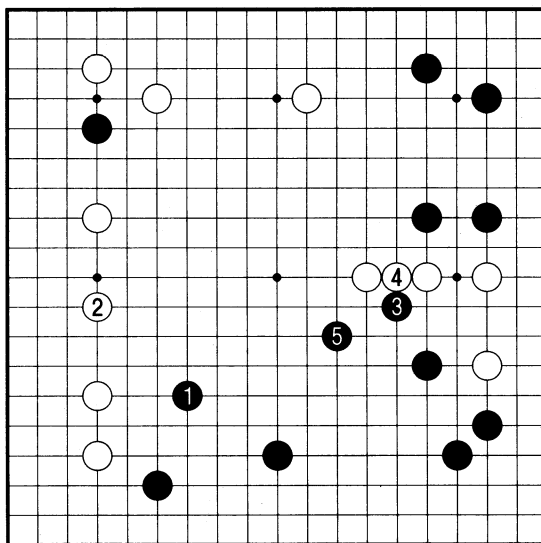


Black can secure his stones with A while Black B is a good extension. Which one is the better move?



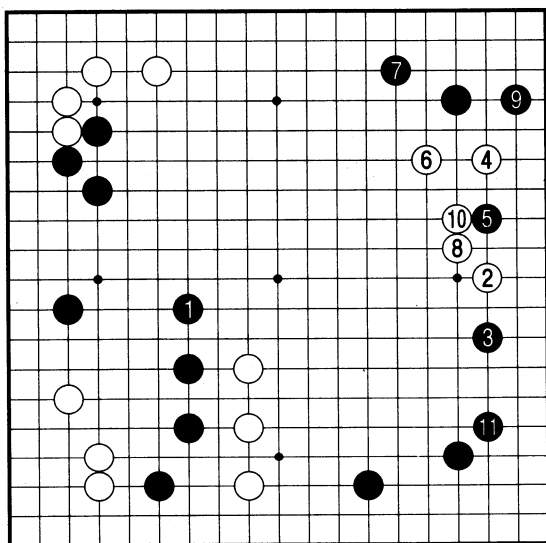
Dia. 1. Failure

Black's invasion at 1 is not good. After White 2 and 4, the two black stones on the left need another move at A, but White is also threatening to attack at B. However, if Black defends the bottom, White will attack the two stones on the left with A.



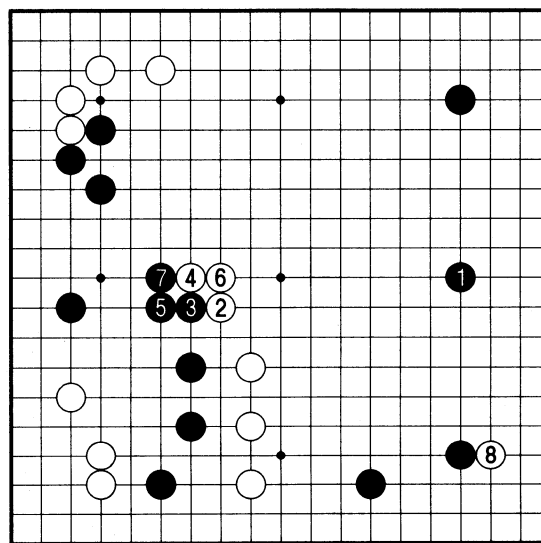
Dia. 2. The correct answer

The large knight's move of Black 1 is the correct move. If White answers with 2, after the exchange of Black 3 for White 4, Black 5 secures a large moyo.



Dia. 1. The correct answer

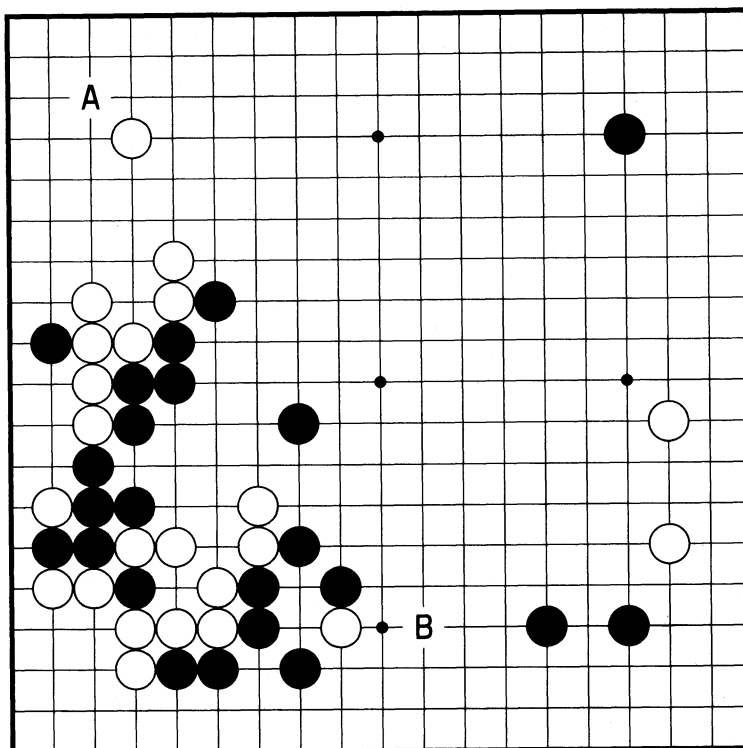
The one-space jump of Black 1 is urgent. This move also starts to build a moyo in the upper left. After the sequence to 11, Black has made solid territory in the upper left corner and the lower right.



Dia. 2. Failure

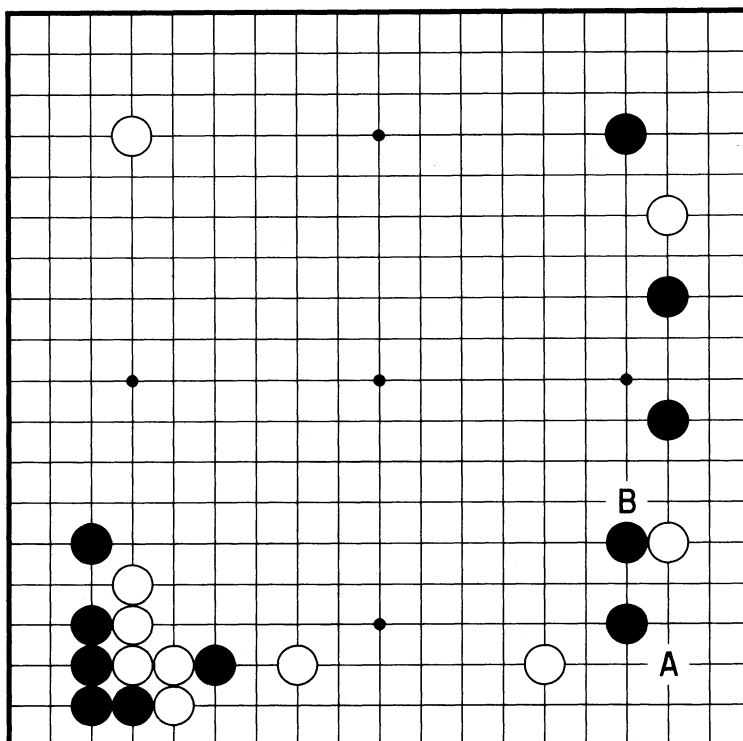
The extension of Black 1 is a big move, but White 2 is very painful for Black. After the sequence to Black 7, White takes the largest point with 8. This is not a good result for Black.

Problem 29. Black to play.

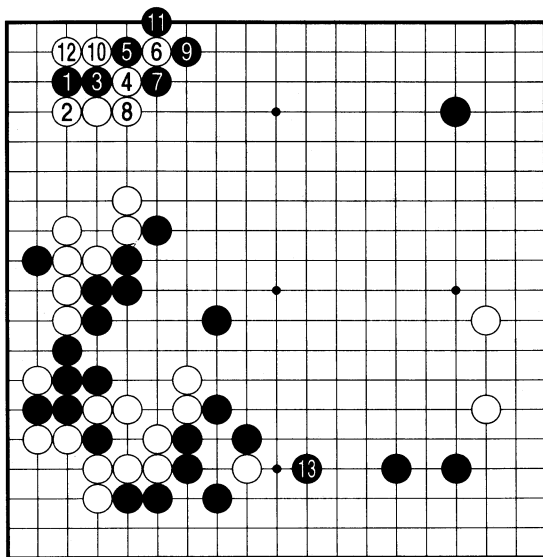


Black A is a big invasion, while Black B secures the bottom. Which of these two moves is better?

Problem 30. White to play.

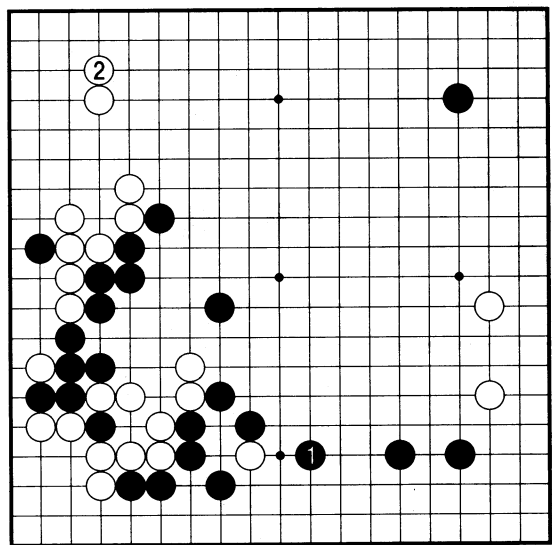


In the lower right corner, should Black continue by invading at A or playing a hane with B?



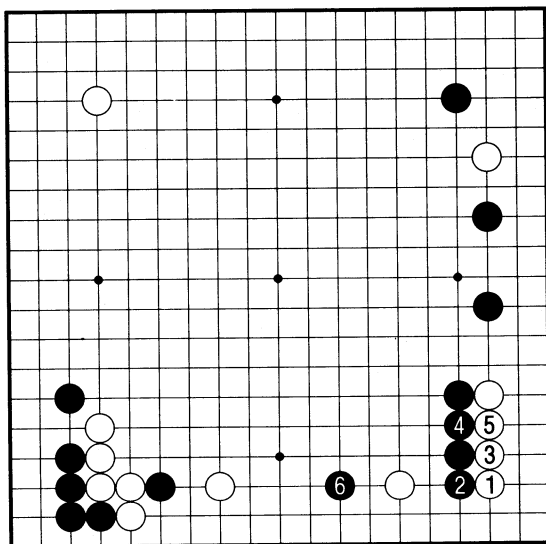
Dia. 1. The correct answer

The invasion of Black 1 is correct move. If White takes the corner in gote, Black can reinforce the bottom with 13. Black has succeeded, because he has been able to play at both the top and the bottom.



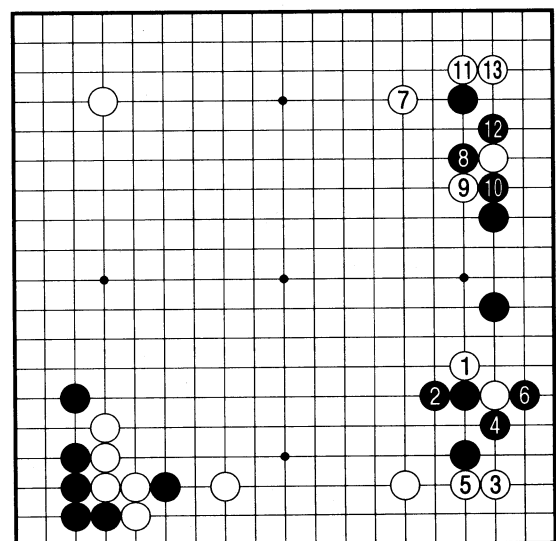
Dia. 2. Failure

Reinforcing with Black 1 is slack. White can secure the corner with 2, and he now leads in territory.



Dia. 1. Failure

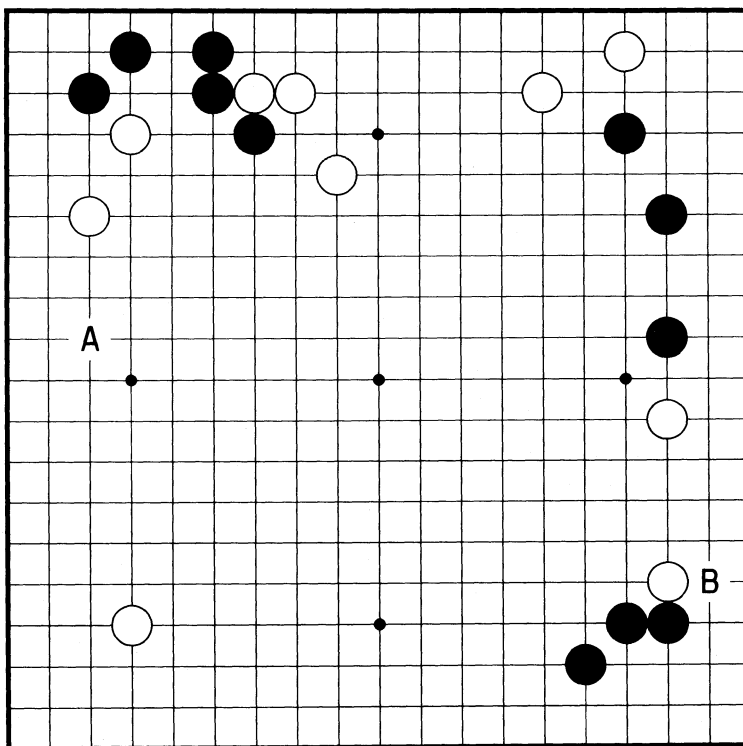
The invasion of White 1 is not good. After the sequence to 6, Black has established a position at the bottom swallowing up a white stone there. This result is sufficient for Black.



Dia. 2. The correct answer

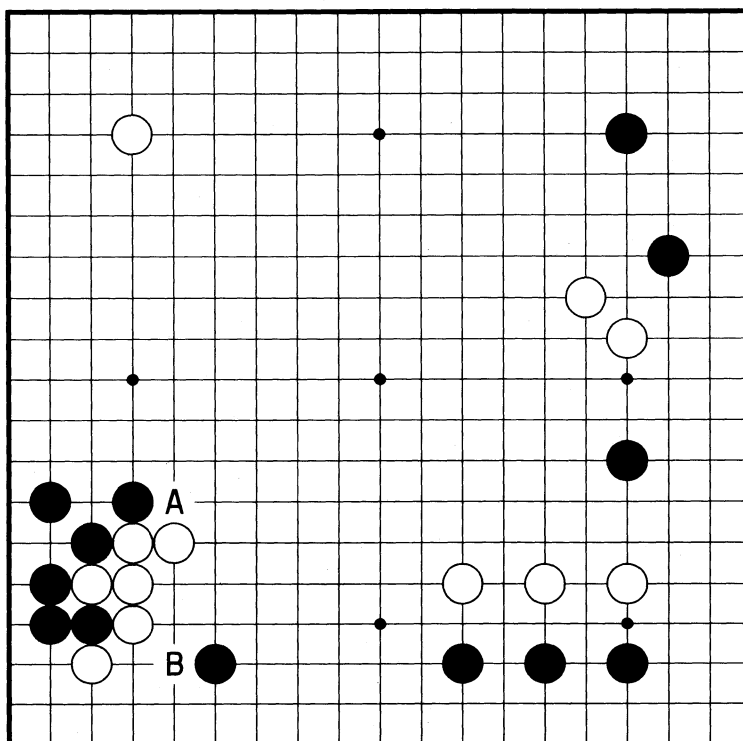
The hane of White 1 is correct. If Black extends to 2, White takes the corner with 3 and 5, then makes a second approach at the top with 7. After the sequence to 13, White has secured two corners, while Black's stones are overconcentrated.

Problem 31. White to play.

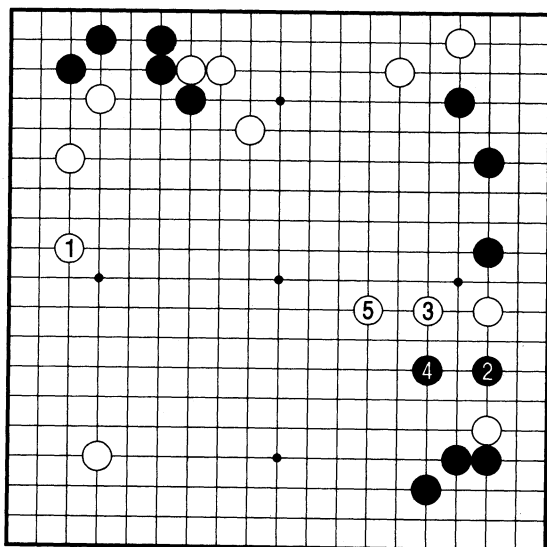


White has weak groups in the upper left and lower right. Where should he reinforce, at A or B?

Problem 32. White to play.

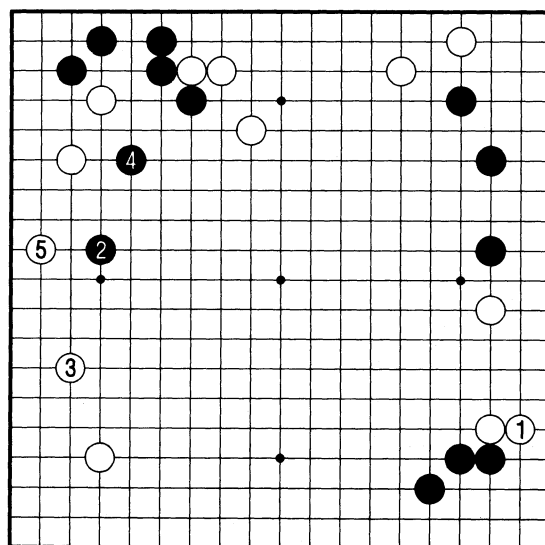


Considering the position of the black stones, where should White play, at A or B?



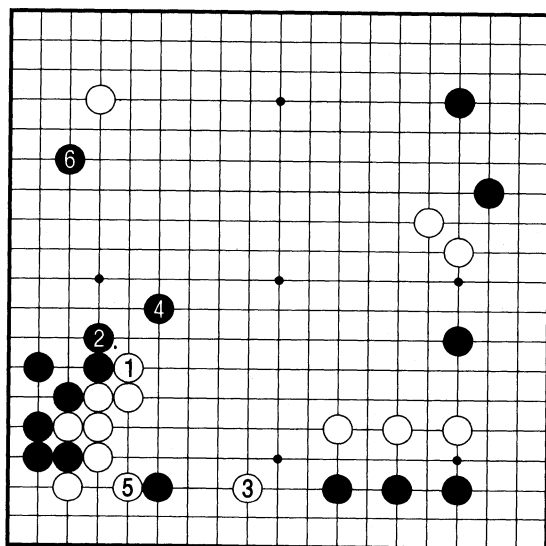
Dia. 1. The correct answer

White's extension to 1 is urgent. If Black invades at 2, White can easily maintain his stones on the right side with the sequence to 5.



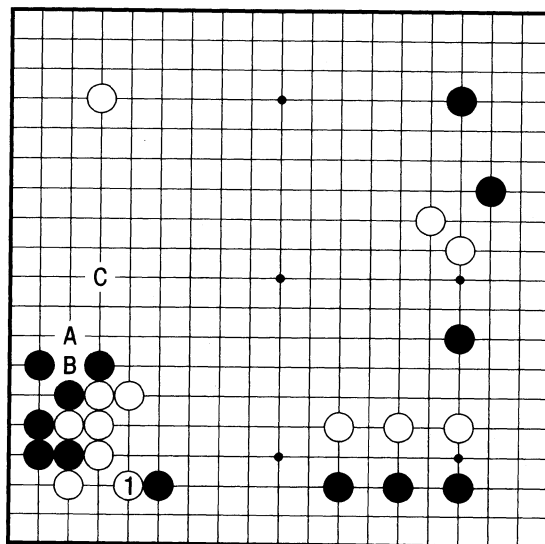
Dia. 2. Failure

Reinforcing with White 1 is also an important point. However, Black 2 is quite severe on White. After the sequence to 5, White's position is too low.



Dia. 1. Failure

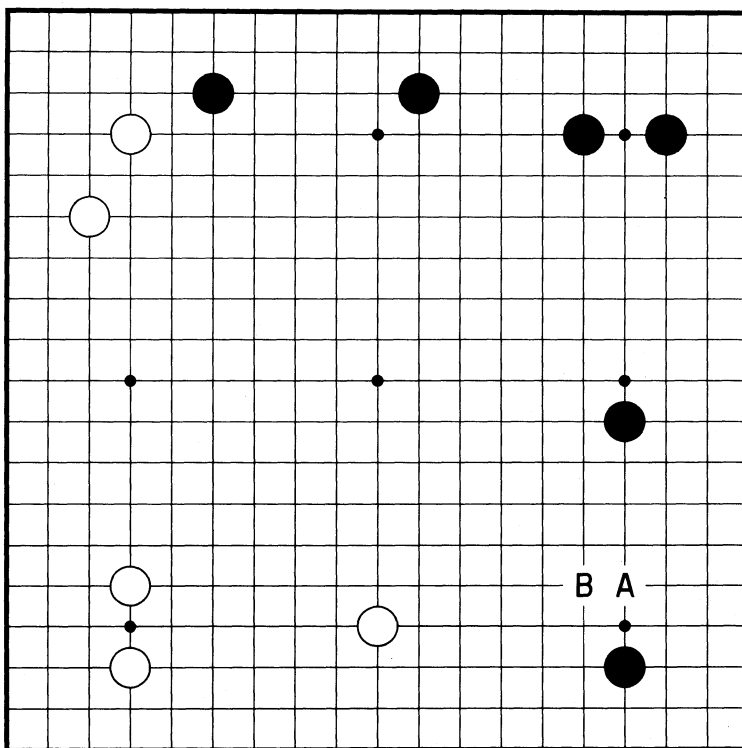
The sequence to White 5 is wrong in this position. Black is able to stake out a position on the right with the sequence to Black 6. White's gain at the bottom does no compensate for Black's gain on the left.



Dia. 2. The correct answer

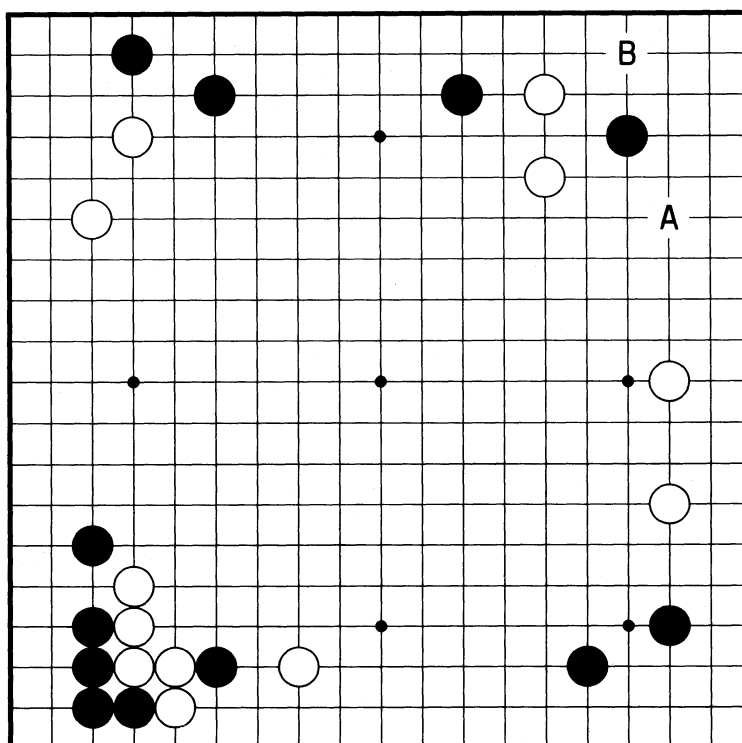
The diagonal attachment of White 1 is urgent. It immediately stabilizes White's stones. By not playing 1 in *Dia. 1*, White can aim to disrupt the left side with White A-Black B-White C.

Problem 33. White to play.

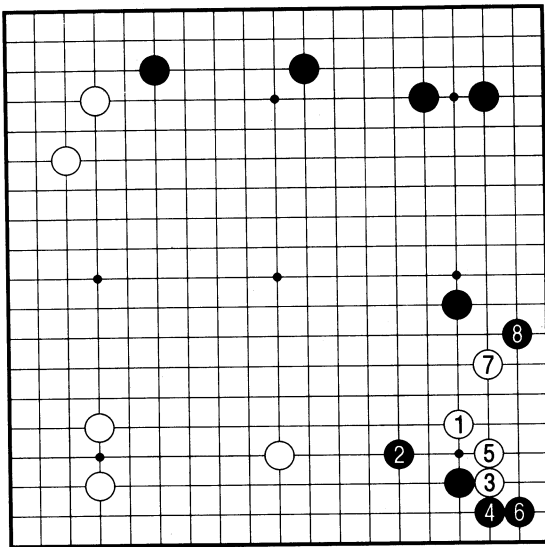


Which is the proper approach against the black stone in the lower right corner, at A or B?

Problem 34. Black to play.

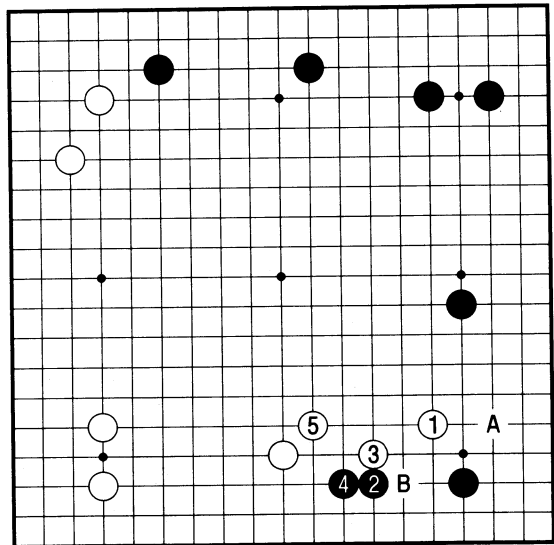


In the top right corner, a joseki is being played out. How should Black respond, at A or B?



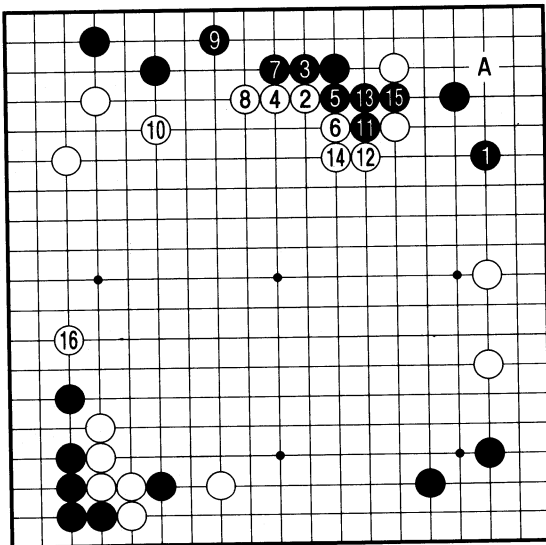
Dia. 1. Failure

White 1 is not good in this position. The joseki to Black 8 can be expected, but White's stones are under a severe attack.



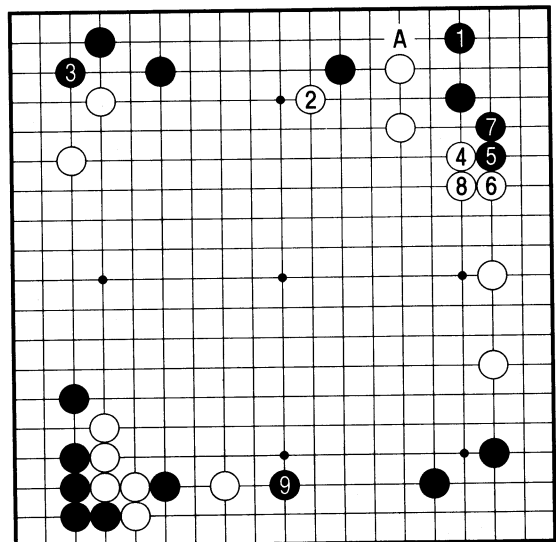
Dia. 2. The correct answer

White 1 is correct. If Black answers with 2, the light moves White 3 and 5 are a good combination. If Black plays 2 at A, White will make a moyo at the bottom with B.



Dia. 1. Failure

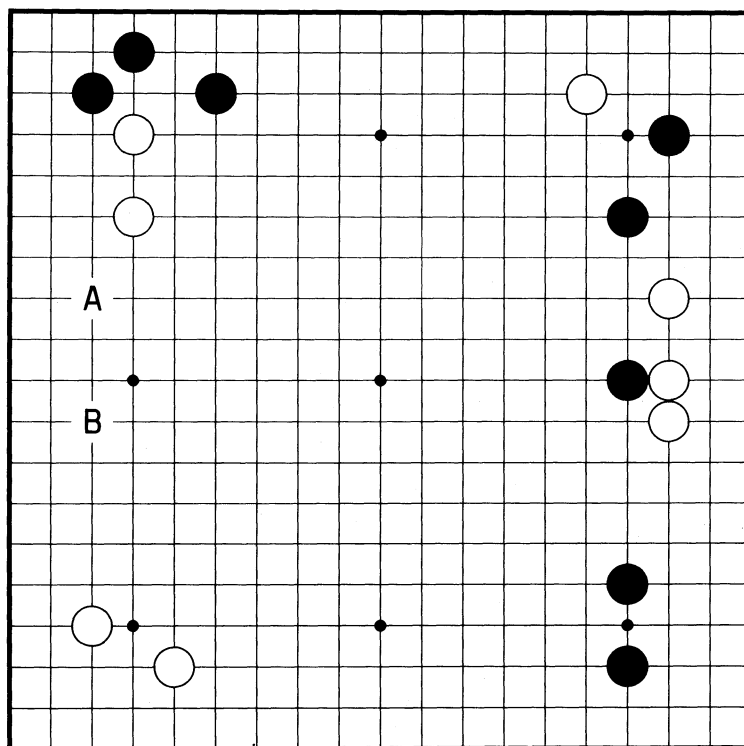
Black 1 is the normal move, but it is a bit slack in this position. White 2 is an excellent move, and, after the sequence to 16, White's influence is ideal. Later, White can aim to invade the corner with A.



Dia. 2. The correct move

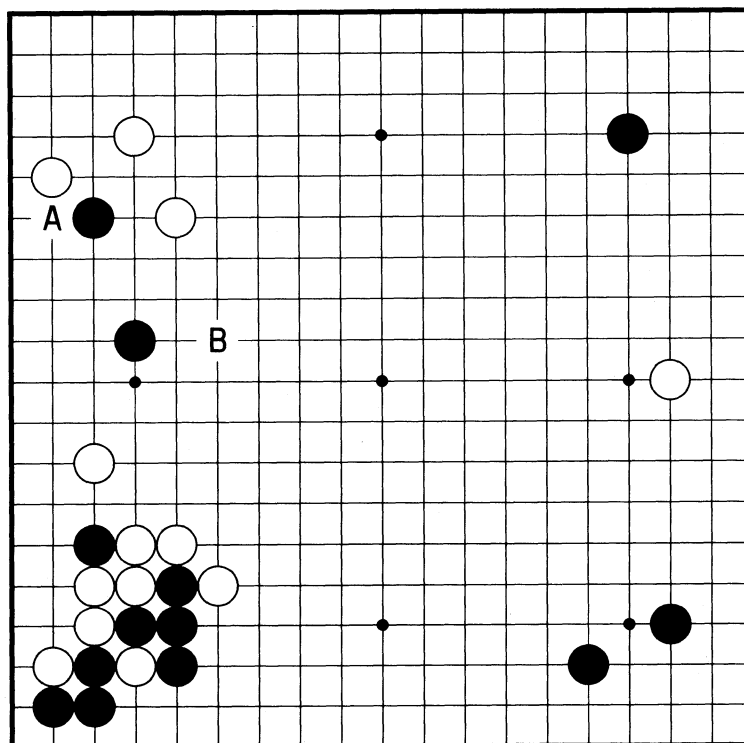
Black should settle his weak stones with 1. After the sequence to 9, Black can aim at A. This is a dynamic sequence for Black: he has taken profit in the top left and right and taken an important point at the bottom with 9.

Problem 35. Black to play.

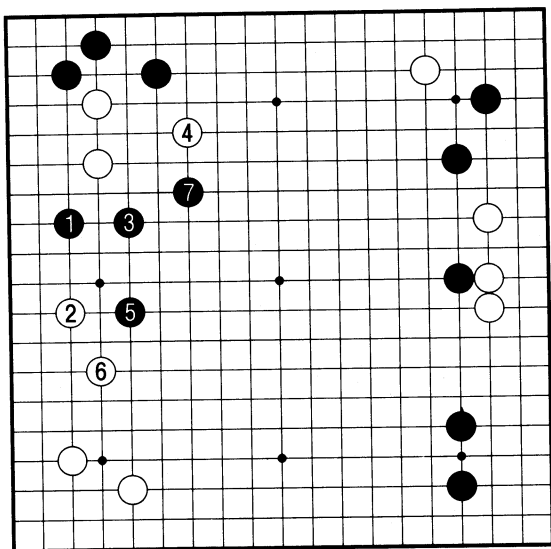


Focusing on the left side, which is the best move for Black, A or B?

Problem 36. Black to play.

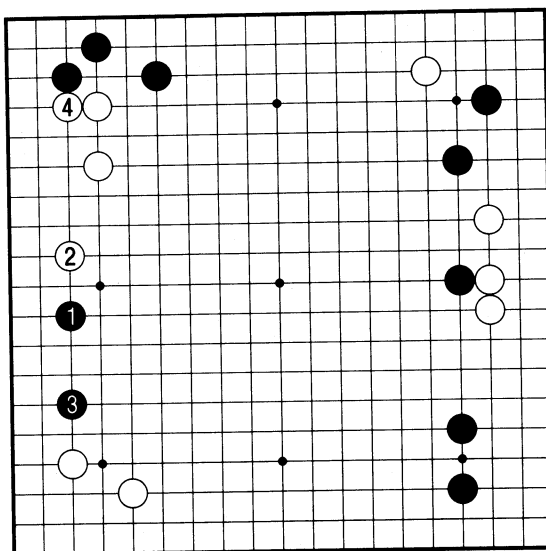


Black has two weak stones on the left side. What is the best move to settle them, A or B?



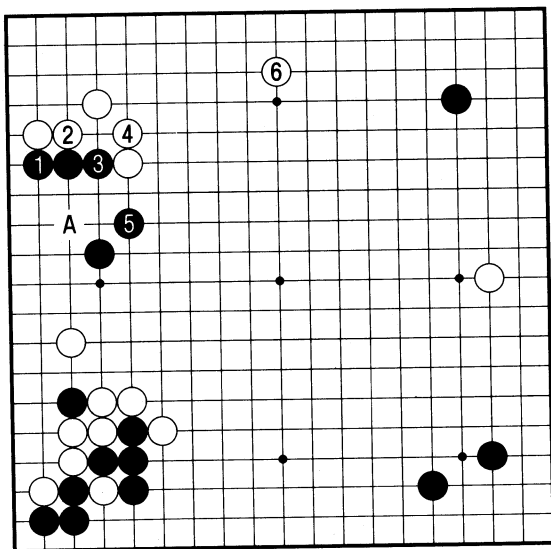
Dia. 1. The correct answer

Attacking the two white stones in the upper left with Black 1 is the correct answer. If White pincers with 2, Black 3 to 7 puts the white stones at the top under a strong attack. This is a good result for Black.



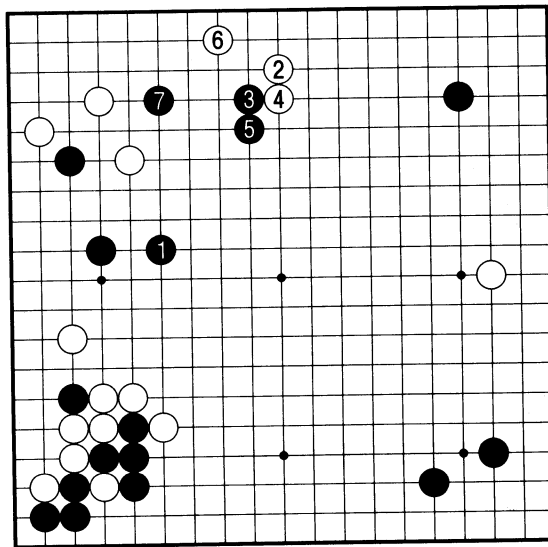
Dia. 2. Failure

Splitting the left side with Black 1 is wrong in this position. White 2 is both a pincer and an extension. The result to White 4 is unsatisfactory for Black.



Dia. 1. Failure

If Black blocks with 1, he can settle his stones with the sequence to 5, but they end up too heavy. White 6 is now an excellent extension. Later, White can aim to attack with the placement of A.



Dia. 2. The correct answer

Black's one-space jump to 1 is correct. If White extends to 2, the shoulder hit of Black 3 is excellent. After the sequence to Black 7, the white stones in the corner are thin and vulnerable.

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